MAKING *STAR WARS: YOUNG JEDI ADVENTURES!*

THE OFFICIAL MAGAZINE | ISSUE 224

STAR WARS INSIDER

Exclusive
An All-New *The High Republic* Story!
Fiction!

INTERVIEW:
Jake Lunt Davies
Creature designer

WHO'S THE BOSS?

The *Star Wars* galaxy's top ten power brokers

HIT IT, MAX!

THE PERFORMERS BEHIND MAX REBO'S MUSICAL MENAGERIE

© & TM 2024 Lucasfilm Ltd. All Rights Reserved. Used under authorization.

BRING HOME THE ARCHIVE...

Regal Robot has collaborated with Lucasfilm to create the Star Wars™ Archive Collection, a truly unique line of authentic replicas with impeccable lineage.

With first-hand access to the original props used in the films and tools like high resolution scanning, this collection is an unprecedented opportunity for fans to bring home detailed recreations of props, busts, maquettes and more!

www.regalrobot.com/starwars

© & ™ Lucasfilm Ltd.
Hand painted - product may vary

A MESSAGE FROM THE EDITOR

"Hello There!"

"Emperor Palpatine may have been a galactic despot, hell-bent on power and domination and the crushing subjugation of the light side of the Force, but at least he got the hyperspace lanes running on time," is an excuse for his tyrannical reign you're not likely to hear in a *Star Wars* story any time soon. (I'm not sure you can even make a hyperspace lane run "on time," because they're essentially tunnels through space-time that bend the laws of physics purely for plot expediency, but don't quote me on that —a magazine editor isn't much more than an interpreter.)

Running a galaxy must be a complicated business, though, even with an endless army of stormtroopers at your disposal. Ultimately the Emperor lost control and more progressive leaders like Mon Mothma and Leia Organa faced their own mountain of problems as they tried to rebuild the galaxy after he was gone. In this issue of *Star Wars Insider*, we profile the kind of individuals who either strove to rule the galaxy far, far, away; were thrust into such a position; or struck their own paths leading crime gangs and other nefarious groups. Not that this editor has delusions of grandeur, but it's best to be prepared for any eventuality.

On a brighter note, this issue we get arty with creature concept designer Jake Lunt Davies; meet Ethan Sacks, the writer behind Marvel Comics' thrilling Bounty Hunters series; and get the Max Rebo Band back together to remember their heady days on the set of *Return of the Jedi* as the biggest music act in the galaxy. We also begin a two-part retrospective of *The Bad Batch* with the creative team behind its three-season run, and speak to the showrunner and writers of *Young Jedi Adventures*, the animated series for younger audiences that mixes high adventure with no end of charm. What better way to herald in a new year?

May the Force be with you.

Christopher Cooper
Editor

MEET THE CONTRIBUTORS...

Lydia Kang
@LydiaYKang
Poet, practicing physician, and author of young adult and adult fiction, Lydia's *The High Republic* novel *Cataclysm* is available now.

Jay Stobie
@StobiesGalaxy
Writer, media consultant, and Wookiee fan, Jay is a regular *Star Wars Insider* contributor, and commentator for many sci-fi outlets.

Melissa T. Miller
@melissatruth
Scientist and science writer Melissa visits Comic-Con every year to purchase new *Star Wars* paraphernalia for her pet dog.

Mark Newbold
@Prefect_timing
A writer for U.K. sci-fi magazine *Starburst* and a *Star Wars Insider* contributor since 2006, Mark is an Honorary Friend of the 501st Legion.

Amy Richau
@amyrichau
Amy is a regular contributor to StarWars.com, and is the author of *Star Wars: I Love You, I know: Lessons in Love and Friendship.*

Brandon Wainerdi
@ActuallyBrandon
Brandon is a writer, digital strategist, and podcaster, with a talent for crossword puzzles and a love of the *Star Wars* galaxy.

CONTACT US

Write to us
UNITED STATES
Star Wars Insider, Titan Magazines, 2819 Rosehall Lane, Aurora, IL, 60503, U.S.A.

UNITED KINGDOM
Star Wars Insider, 144 Southwark Street, London SE1 0UP, U.K.

Email us:
starwarsinsider@titanemail.com

Call us
To subscribe in the U.S. please call toll free on 800-261-6502. For U.K. and all other destinations please call 01778 392085 or +44 (0) 1778 392085

Find us
WWW.TITANMAGAZINES.COM
FACEBOOK.COM/STARWARSINSIDER
@SW_INSIDER

Star Wars Insider is also available online. To download, visit: www.titanmagazines.com/digitial

Visit www.starwars.com

THE OFFICIAL MAGAZINE
STAR WARS INSIDER
ISSUE 224

TITAN EDITORIAL
Editor / Christopher Cooper
Assistant Editor / Louis Yamani
Group Editor / Jake Devine
Editorial Assistant / Ibraheem Kazi
Art Director / Oz Browne
Designer / David Colderley

LUCASFILM
Senior Editor / Brett Rector
Art Director / Troy Alders
Creative Director / Michael Siglain
Asset Management / Chris Argyropoulos, Gabrielle Levenson, Bryce Pinkos, Sarah Williams, Jackey Cabrera, Shahana Alam, Elinor De La Torre and Michael Trobiani
Story Group / Pablo Hidalgo, Leland Chee, Emily Shkoukani, Phil Szostak, and Kate Izquierdo

CONTRIBUTORS
Mary Fan, Lydia Kang, Melissa Miller, Mark Newbold, Amy Richau, Jay Stobie, Brandon Wainerdi, and Dan Wallace.

SPECIAL THANKS TO
Lucy Goldsmith, Erich Schoeneweiss at Random House, Holly McIntosh, Joseph Taraborrelli, Andrea Towers and Jim Nausedas at Marvel Comics, Lizzy Draeger, Tracy Cannobbio, Greg Grugsby, Ian Kintzle, Lillian Noble, and Kylie Walker at Lucasfilm. Kevin P. Pearl, Samantha Keane, and Eugene Paraszczuk at Disney.

TITAN MAGAZINES
Production Controllers / Caterina Falqui & Kelly Fenton
Production Manager / Jackie Flook
Sales & Circulation Manager / Steve Tothill
Marketing Coordinator / Lauren Noding
Publicity & Sales Coordinator / Alexandra Iciek
Publicist / Caitlin Storer
Digital & Marketing Manager / Jo Teather
Head of Rights / Jenny Boyce
Head of Creative & Business Development / Duncan Baizley
Publishing Director / Ricky Claydon
Publishing Director / John Dziewiatkowski
Executive Vice President / Andrew Sumner
Publishers / Vivian Cheung & Nick Landau

DISTRIBUTION
U.S. Newsstand / Total Publisher Services, Inc. John Dziewiatkowski 630-851-7683
U.S. Newsstand Distribution / Curtis Circulation Company
U.S. Bookstore Distribution / The News Group
U.S. Direct Sales / Diamond Comic Distributors
U.K. Distribution / Marketforce

SUBSCRIPTIONS
U.S. subscriptions / 1-800-261-6502, email: customerservice@titanpublishingusa.com
Canada subscriptions / 818-487-4575
U.K. subscriptions / 01778 392085
email: swmag@servicehelpline.co.uk

For more info on advertising contact
adinfo@titanemail.com

(USPS 003-027) (ISSN 1041-5122)

Star Wars Insider is published eight times per year (January/Feb, Mar/April, May/Jun, July/August, September/October, November/December) by Titan Magazines, a division of Titan Publishing Group Limited, 144 Southwark Street, London SE1 0UP.

Contents © 2024 Lucasfilm Ltd. & TM. All Rights Reserved, Titan Authorized User. TMN14334

PUBLISHER'S U.S. AGENT
2819 Rosehall Lane, Aurora, IL 60503. Periodicals Postage Paid at Aurora IL and at additional mailing offices.

POSTMASTER
Send address changes to Titan Publishing, *Star Wars Insider*, PO Box 147, Lincolnshire, IL 60069
U.S. subscriptions $49.99 per year; Canada $64.99 and U.K. £31.99.
U.S. edition printed by Quad.

© 2024 Lucasfilm Ltd. and ™ All Rights Reserved. Used Under Authorization.

STAR WARS INSIDER

CONTENTS

ISSUE 224

32

The Bad Batch

As the series enters it's third and final season, *Insider* speaks with the makers of the hit Disney+ show in part one of a two-part interview.

Subscribe to *Star Wars Insider* Page 58

06
Launchpad
Insider's roundup of multimedia, publishing, and collectibles news from across the *Star Wars* galaxy.

20
Jake Lunt Davies Interview
The talented *Star Wars* creature concept designer talks about his process and his work on the movies and TV series.

26
Who's the Boss?
What does it take to rule a galaxy? *Insider* looks at the most powerful—and divisive—figures in galactic history.

32
Behind the Batch
Part one of an exclusive two-part look at the creation of the hit animated series, *The Bad Batch*.

40
Ethan Sachs Interview
The writer of Marvel Comics' *Bounty Hunters* series on creating stories for the galaxy's scum and villains.

46
"Hit it, Max!"
Insider speaks to the puppeteers and performers who brought the Max Rebo Band to vivid life.

52
Younglings in Training
The creative team of *Star Wars: Young Jedi Adventures* talk about the animated series for younger fans.

60
A Certain Point of View
Was there any significance to the armor worn by the rebellious Enfys Nest? Our resident holocron keeper investigates.

74
The High Republic Exclusive Fiction
The Adrens board a derelict Nihil ship in "Survivors" by Lydia Kang.

INCOMING TRANSMISSIONS

39
Prize Giveaway!
Win a copy of *Star Wars: The Mandalorian Collection* from Titan!

64
Worldwide
Heroic cosplay, a marriage proposal, and TK-101 tries tabletop gaming!

70
The *Star Wars* Archive
Our visual history of the making of *Star Wars* pictures' podracing pilots.

80
Jedi Master's Quiz
Test your knowledge of *Star Wars: Visions* Volume 2!

STAR WARS INSIDER

LAUNCHPAD

NEWS / BOOKS / COMICS / TOYS / GAMES / FASHION

Mando: The Movie

Beskar Battles on the Big Screen

Following three hugely successful seasons on Disney+, heroes Din Djarin and Grogu are to embark on a new mission, this time in a theatrical movie to be directed by series creator Jon Favreau.

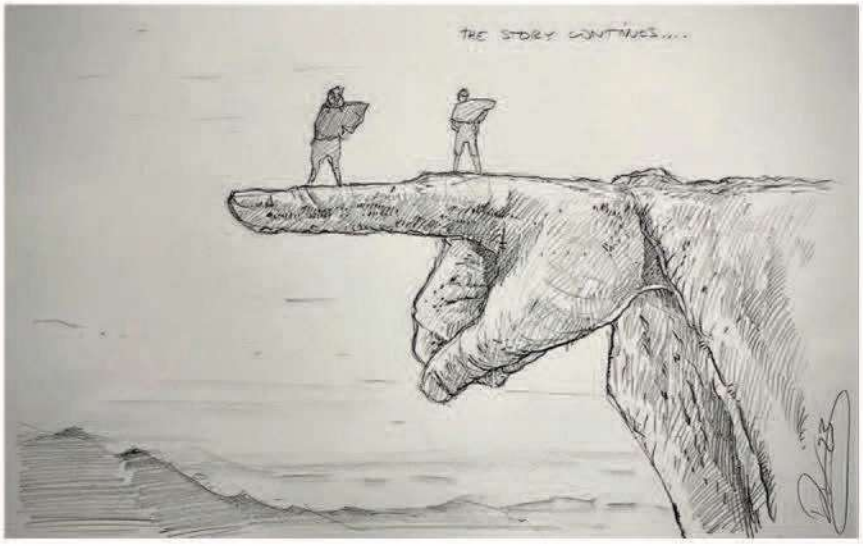
Due to go into production in 2024, *The Mandalorian and Grogu* will be produced by Favreau alongside Kathleen Kennedy and Dave Filoni, who was promoted to chief creative officer at Lucasfilm last year.

"I have loved telling stories set in the rich world that George Lucas created," Favreau said when the announcement was made in early January. "The prospect of bringing the Mandalorian

and his apprentice Grogu to the big screen is extremely exciting," he added.

Kathleen Kennedy, president of Lucasfilm, said of the movie, "Jon Favreau and Dave Filoni have ushered into *Star Wars* two new and beloved characters, and this new story is a perfect fit for the big screen."

The Mandalorian & Grogu will lead Lucasfilm's ongoing feature-development slate, including films helmed by Sharmeen Obaid-Chinoy, James Mangold, and Dave Filoni, who is also currently developing Ahsoka Season 2, among those in the works. Filoni also revealed a sneak peak in sketch form (right), with the caption, "The story continues...."



Outstanding Stunts

The Mandalorian bags another Emmy asset

The annual awards season got underway on January 6 and 7 at the Creative Arts Emmy Awards, where *Star Wars: The Mandalorian* walked away with the Outstanding Stunt Performance honor for the second year running.

Stunt performers Lateef Crowder, Paul Darnell, JJ Dashnaw, and Ryan Ryusaki collected the statue, which recognized the stunt work for Chapter 24: "The Return." In all this year, Lucasfilm, which includes Industrial Light & Magic and Skysound, was recognized with 30 Emmy nominations across the Creative Arts, Children & Family, and Primetime categories at the 75th Primetime Emmy Awards. "I am so proud of everyone who worked on these productions," said Lucasfilm president Kathleen Kennedy last summer, "and the acknowledgment each one of them has so dearly earned for their dedication and hard work." More *Star Wars* shows are also in the running at other prestigious ceremonies, including *The Bad Batch*, which was nominated for Outstanding Children's Programming at the Producers Guild Awards.

Meanwhile, *Star Wars: Visions* Volume 2 had nominations across six categories at the 2024 Annie Awards, which took place on February 17, after this issue went to press.

The Force Unlimited

New trading card game unleashed

Fantasy Flight Games and Asmodee are releasing an all-new *Star Wars* gaming experience in which players decide the destinies of the most famous (and infamous) characters in the galaxy far, far away.

Star Wars: Unlimited launches on March 8, 2024, with the Spark of Rebellion two-player starter and Spark of Rebellion booster packs (sold separately). The Starter Kit provides an exciting and easy to play entry point into the game in which making the right strategic decisions could bring you ultimate victory. Decks included feature leaders Luke Skywalker and Darth Vader, figures that can turn the tide of battle in your favor as you strive to defeat your opponent. Additional Booster Packs contain a leader, a base, a mix of common and uncommon cards, and at least one Rare or Legendary card, plus a collectible foil card too.

Learn more about the game at **starwarsunlimited.com**

PRODUCTION DIARY

Star Wars movies and television programs coming from a galaxy far, far away....

NOW STREAMING

Season Three
Starring Dee Bradley Baker and Michelle Ang
Disney+

COMING SOON

Starring: Amandla Stenberg, Lee Jung-Jae, Manny Jacinto, Dafne Keen, Jodie Turner-Smith, Rebecca Henderson, Charlie Barnett, Dean-Charles Chapman, and Carrie-Anne Moss
Disney+

Starring Jude Law, Ravi Cabot-Conyers, Ryan Kiera Armstrong, Kyriana Kratter, and Robert Timothy Smith
Disney+

IN DEVELOPMENT

Season Two
Starring Rosario Dawson as Ahsoka Tanoi.
Disney+

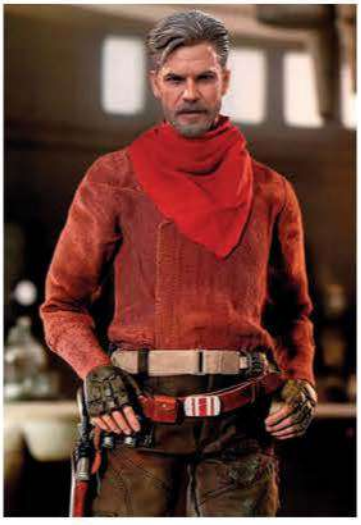
THE MANDALORIAN AND GROGU
Directed by Jon Favreau.

The Marshal's Mettle

Mos Pelgo's most devoted protector

Long before its citizens voted to rebrand their settlement as "Freetown," Mos Pelgo relied on Marshal Cobb Vanth and the beskar armor he had acquired from local Jawas to guard the region from bandits, mercenaries, and krayt dragons.

Hot Toys' Cobb Vanth Sixth Scale Collectible Figure is based on the marshal's appearance when he first encountered Din Djarin in Season Two of *The Mandalorian*. Standing at 12.2 inches tall, this figure features an incredible head sculpt with a highly accurate facial expression, an interchangeable Boba Fett helmet, a detailed costume with removable Mandalorian armor pieces, and a host of other accessories. Head over to **Sideshow.com**, where you can grab your own Cobb Vanth figure for $300.



THE LIGHT SIDE

By Jamie Cosley

Forge the Future

Impress the Armorer with your own Mandalorian creations

Din Djarin called upon his covert's beskar specialist to outfit him with an arsenal capable of handling any assignment, and the Armorer also instructed him on the intricacies of the Darksaber. Hasbro's Lightsaber Forge Ultimate Mandalorian Masterworks Set allows you to assemble some of Din Djarin's favorite weapons, including the Darksaber itself, an electro-bayonet, and a vibro-blade, each featuring lights and sound effects. The 7-piece set can be combined with other products from the Lightsaber Forge line to create thousands of unique configurations. This light-up lightsaber set retails for $49.99 on **shop.hasbro.com**.

A Tracker's Pack

Carry all your gear on your next voyage

Whether searching for a bounty or avoiding Imperial warlords, Din Djarin and Grogu learned that sticking together gave them their best chance of surviving any ordeal. BoxLunch's exclusive Grogu & Mando Mini Backpack from Loungefly has an exterior adorned with appliques that highlight the duo, as well as the *Razor Crest* and three lurking Jawas, against an imposing desert landscape. The 9-inch wide, 11 ½-inch-high bag includes a Grogu zipper pull and a matching interior lining. This polyester and polyurethane pack retails for $74.90 on **BoxLunch.com**, where you'll also find an astounding selection of *Star Wars* exclusives.

The *StarWars* DotColumn

Fascinating features and articles from the digital vaults of StarWars.com

Add StarWars.com/Insider to your browser bookmarks to enjoy *Insider*'s pick of the best of the official *Star Wars* website.

Ahsoka Tano Trivia
Are you merely a Padawan of Tano trivia, or a Master of knowledge about the Jedi warrior? Find out with the latest StarWars.com quiz!

High Republic Catchup
StarWars.com's essential guide to everything you need to know about *The High Republic* storytelling.

Tasty Tauntauns
It's cold outside, so put some spring in your step with Jenn Fujikawa's recipe for sugar cookie snowlizards that taste great on the inside.

Mentors & Apprentices

Navigate the galaxy and learn from these iconic duos

Din Djarin and Obi-Wan Kenobi lived vastly different lives, but each found themselves unexpectedly guiding young wards through trying times. Iron Studios' Din Djarin and Din Grogu 1:10 Scale Statue (8.3 inches tall) showcases the Mandalorian and his adopted son as they stand defiantly against their opponents, while the Obi-Wan and Young Leia Deluxe 1:10 Scale Statue (8 inches tall) depicts the Force-sensitive duo as they evaded Imperial forces. Every exquisite piece is made in polystone with details that have been expertly hand-painted.

Available to order on **Sideshow.com**, the Din Djarin and Din Grogu Statue retails for $205, while the Obi-Wan and Young Leia statue is priced at $210.

Taking an Ewok Walk

Bundle your furry buddy in these Forest Moon of Endor accessories

The loyalty exhibited by the Bright Tree Village's Ewok residents turned the tide at the Battle of Endor. Such unwavering loyalty is also associated with some furry friends in our own galaxy, where dogs have established reputations for their loving bond with humans. Loungefly's line of canine accessories reflects this intergalactic connection, supplying Ewok flair to everyday necessities. The Ewok Dog Leash ($20) and Ewok Dog Collar ($20) are both made with durable nylon material and feature printed "Yub Nub" details, while the durable vegan leather Ewok Cosplay Treat Bag ($20) and Ewok Cosplay Mini Backpack Dog Harness ($45-$55, depending on size) incorporate a jovial Ewok face into their designs. The entire collection can be secured for your four-legged best friend on **Loungefly.com**.

Amidala-Inspired Attire

Gather the perfect ensemble for aggressive negotiations

As Padmé Amidala once said to a young Anakin Skywalker, "Space is cold." Her Universe's Padmé Amidala Ombré Cardigan will warm you up for any occasion, as its rayon, polyester, and nylon blend sports a Naboo emblem, front and drop pockets, and a motif patterned after the robes worn by the Queen's handmaidens. Her Universe acknowledges Padmé's time as a senator as well, taking cues from her Battle of Geonosis garb in its Padmé Battle Dress. Made from polyester and spandex, the dress comes complete with a mock neck and side seam pockets. The Ombré Cardigan ($64.90) and Battle Dress ($54.90) are now available on **HerUniverse.com**.

A More Civilized Age

The strongest collections have hearts of kyber

Obi-Wan Kenobi emphasized the elegance and importance of a lightsaber to Anakin and Luke Skywalker, and RockLove Jewelry's new line of lightsaber-inspired rings embodies that very same level of grace and prestige. Crafted from nickel-free sterling silver and affixed with square-cut Austrian crystals to represent each lightsaber's blade color, the rings measure 4mm at their widest and 3mm at the blade. Black rhodium-plate accents the signature hilts of Darth Vader, Mace Windu, Obi-Wan Kenobi, and Luke Skywalker, with the latter three also plated in 14K yellow gold. These lightsaber rings are each priced at $75, and are available on **RockLove.com**.

AHSOKA ACCESSORIES

A Throwback Attack

Bolster your battlefield with this Ahsoka Tano retro figure

Pursuing Morgan Elsbeth to the Far Galaxy was a tall task, but Ahsoka Tano and her allies demonstrated that they were up to the challenge. Gentle Giant LTD's Ahsoka Tano Jumbo Figure captures the former Padawan's colossal deeds in a retro style based on the classic Kenner action figure line, but at a supersized scale. Measuring 12 inches tall with five points of articulation, the collectible is modeled after Ahsoka's appearance during her first duel with Elsbeth in *The Mandalorian*. Equipped with two lightsaber accessories and packaged on a retro-style cardback, this oversized figure retails for $80 and is available to order on **GentleGiantLtd.com**.

Chopper's Charms

Let a mischievous astromech upgrade your style

Ahsoka Tano and Hera Syndulla relied on Chopper's ingenuity, attention to detail, and colorful commentary to help them through their mission to Corellia's shipyards in *Ahsoka*, and BoxLunch's Chopper Silhouette Charm Earrings are giving you the opportunity to apply the droid's unparalleled intellect to your jewelry box. The hook earrings boast intricate die-cut silhouette charms of Chopper. Sized at approximately 1 ¼-inches, the all-metal earrings are priced at $12.90 and can be found exclusively on **BoxLunch.com**.

Brace for Hyperspace

Travel between galaxies with this ornate weekender bag

The Ahsoka Convertible Weekender Bag is a versatile on-the-go travel option with a detachable cosmetic pouch, water-repellent nylon exterior, and faux leather panels. This luxurious Ahsoka-themed bag is available from **HeroesVillains.com**, priced $150.

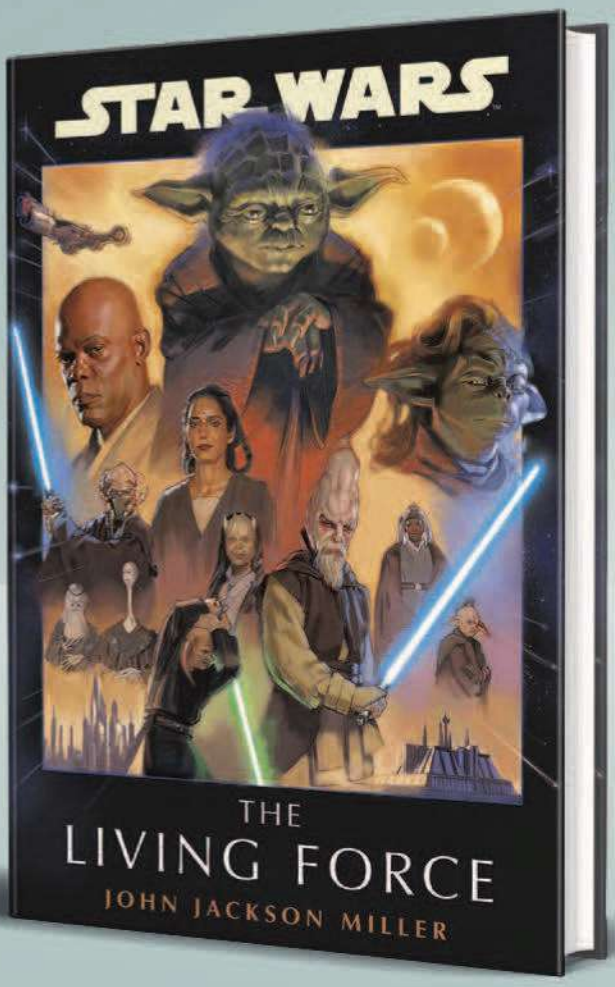
Lekku Lounging

Cozy up in this Ahsoka-style oversized hoodie

From Clone Wars skirmishes to Peridea's plains, Ahsoka Tano's exploits proved to be so profound that they even earned notoriety and admiration for her lekku patterns! Her Universe has now harnessed those famous design elements into their Ahsoka Tano Oversized Hoodie, a comfortable garment with an oversized fit, a drawstring hood, and a special *Star Wars* logo embroidered on the kangaroo pocket. Featuring a 60% cotton-40% polyester blend, the hoodie can be purchased on **HerUniverse.com**, where it can be added to your closet for $54.90.

Book Club

The latest *Star Wars* books take readers to the High Republic and points beyond.



Be Mindful of the Living Force!

The Jedi Council faces its greatest test in *Star Wars: The Living Force*

Just in time for the 25th anniversary of the theatrical release of *Star Wars: The Phantom Menace*, veteran author John Jackson Miller returns to the saga for the first time in more than a decade, with an original adventure set one year before Qui-Gon Jinn finds Anakin Skywalker on Tatooine.

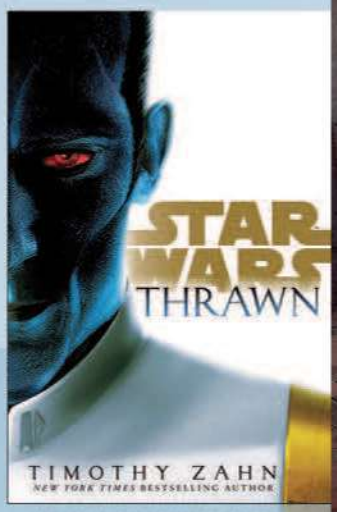
Star Wars: The Living Force, from Random House Worlds, brings us a thrilling new adventure featuring all twelve members of the Jedi Council, from Adi Gallia and Saesee Tiin to Mace Windu and Grand Master Yoda. Qui-Gon Jinn and Obi-Wan Kenobi round out the ranks of this ensemble-focused adult novel, in a story that opens with the Council on Coruscant finding itself increasingly detached from galactic affairs.

Shortly after Qui-Gon Jinn pleads with the Council to take a stand to counter the Jedi Order's increasing isolation, the decommissioning of a Jedi outpost on the planet Kwenn gives them the perfect reason to step in. At the suggestion of Mace Windu, the entire Council embarks on a goodwill mission to help Kwenn, and to remind the galaxy that the Jedi are as vital as ever.

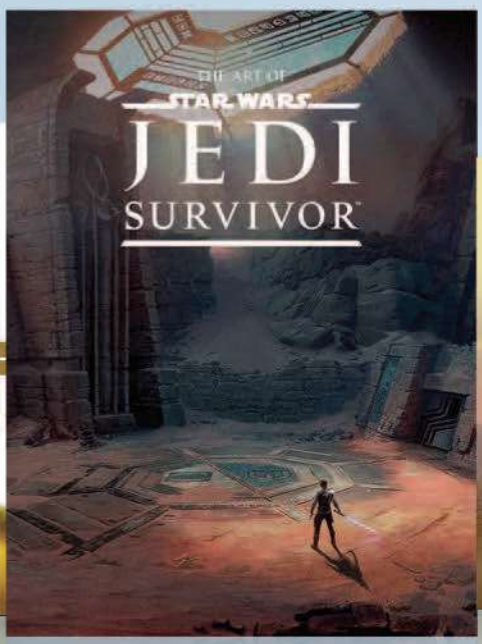
Yet not all of the people of Kween greet the arrival of the Jedi with open arms, and warring pirate factions unite under the goal of assassinating the visiting Council members, not caring how many innocent lives may be lost in their venal pursuit of power.

Star Wars: The Living Force is on sale April 9, published simultaneously in hardcover, audiobook, and ebook editions.

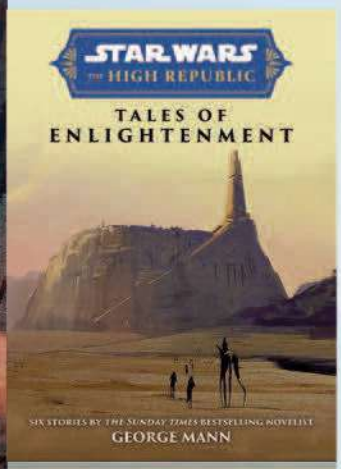
01



02



03



01

Star Wars: Thrawn, Thrawn: Alliances, Thrawn: Treason

Following his appearance in Disney+ series *Star Wars: Ahsoka*, Grand Admiral Thrawn's popularity is at an all-time high. That's good news for fans as Random House Worlds have released paperback reprints of three of *New York Times* bestselling author Timothy Zahn's *Thrawn* novels.

Beginning in 2017, Zhan's second trilogy of tales about the Imperial tactical genius opened with *Thrawn*, followed a year later with sequel, *Thrawn: Alliances*. 2019's *Thrawn: Treason* marked the series' conclusion. With a plot that links to Thrawn's arrival in the third season of *Star Wars Rebels*, the story reveals how the infamous character became one of the Emperor's most trusted strategists and allies. On sale now.

02

The Art of Star Wars: Jedi Survivor

Star Wars: Jedi Survivor, the acclaimed videogame sequel to 2019's smash hit Jedi: Fallen Order, follows Jedi Padawan Cal Kestis in the aftermath of Order 66 as he stays one step ahead of Imperial Inquisitors while the Empire tightens its grip on the galaxy. *The Art of Star Wars: Jedi Survivor* is stuffed with rare concept art and exclusive creator commentary, collected into an intimate chronicle of the development of the Respawn Entertainment game, from its earliest design stages to its final game renders. The deluxe edition, available February 20 from Dark Horse Books, features metallic printing treatments and comes with a protective slipcase, as well as a folio which contains an archive-quality lithograph.

03

Star Wars: The High Republic: Tales of Enlightenment

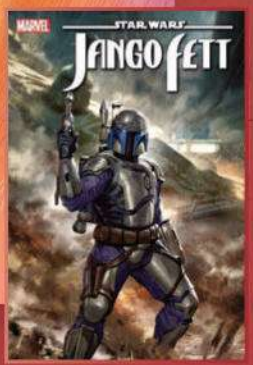
This hardcover anthology from Titan Magazines reprints the series of short stories that were originally published in the pages of *Star Wars Insider*, all of them set during Phase II of *The High Republic* publishing initiative and written by *Sunday Times* bestselling novelist George Mann. The collection centers on life at the Enlightenment cantina on Jedha, where regulars and passing visitors trade tales of high adventure and strange experiences. Readers can enjoy six original adventures shedding new light on the era, plus a bonus story exclusive to this special edition, behind-the-scenes interviews with the creators, and a complete guide to every publication from *The High Republic* Phase II. On sale March 19.

Comics Roundup

Bounty hunters, Imperials, and Jedi stake their claims in this month's *Star Wars* comics

Just a Simple Man

The beskar-armored hunter stalks new prey in *Star Wars: Jango Fett* #1



Last year's one-shot, *Star Wars: Revelations*, provided a glimpse of what's in store from Marvel in 2024. This March, *Star Wars: Jango Fett* stands ready to fulfill the wildest fan expectations, as the armored gunslinger who packs twin blaster pistols embarks on a brand-new mission.

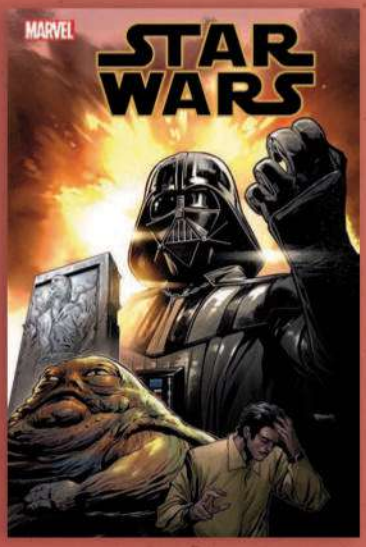
Ethan Sacks, writer of the recently concluded *Bounty Hunters* comic, heads up this new miniseries. Luke Ross (*Dark Droids*) handles the interior pencils, while Leinil Francis Yu contributes the cover artwork for the premier issue.

This limited series sees Jango Fett return to his roots as a tracker of wanted fugitives: someone who has earned his elite rank thanks to his no-nonsense approach, deadly weapons skills, and the explosive seismic charges he keeps aboard his starship. But in a career governed by the Bounty Hunters Guild, Jango isn't the only hunter on the case!

Fellow hunter Aurra Sing—seen briefly on-screen during *The Phantom Menace*'s Boonta Eve Podrace—soon throws herself into the mix, complicating Jango's hopes for a clean extraction and an easy payoff. But there's still a mystery to solve and a bounty to claim, and if that weren't enough, a long-standing treaty between two warring parties hangs in the balance based on the outcome of the fugitive capture. *Star Wars: Jango Fett* #1 from Marvel Comics is in stores on March 20.

Star Wars #44

Marvel's ongoing *Star Wars* series continues with one of its most shocking twists to date—the trial of Lando Calrissian! Following the events of 2023's *Dark Droids* crossover, Lando finds himself at a crossroads. His efforts in saving his friend Lobot from the droid scourge came with a price, since both Admiral Ackbar and Mon Mothma have found cause to place him on the witness stand. Writer Charles Soule and penciller Madibek Musabekov are joined by cover artist Stephen Segovia on this issue, which explores how the trial might impact the war between the Rebellion and the Empire. *Star Wars* #44 is on sale March 6.



Mace Windu #2 (of 4)

Even before the Clone Wars, Mace Windu was one of the most disciplined members of the Jedi Order. In this Marvel miniseries by writer Marc Bernardin and penciller Georges Jeanty, a scientist's discovery threatens the galactic balance of power and sets Mace Windu down a treacherous path.

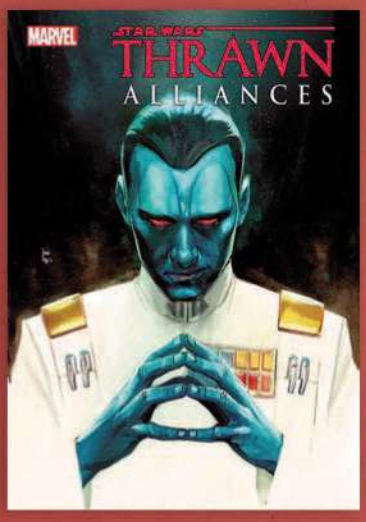
To stop an incendiary secret from falling into the wrong hands, Mace teams up with Azita Cruuz, a pirate with a deadly secret that the Republic and the Hutts both want to suppress. But who is following them—and what exactly is coaxium ultra? Featuring a cover by Mateus Manhanini, *Mace Windu* #2 is on sale March 13.

Thrawn Alliances #3 (of 4)

Star Wars: Thrawn Alliances adapts Timothy Zahn's bestselling 2018 novel, with the author joined by writer Jody Houser (*Star Wars: Age of Republic*) and artists Andrea Di Vito and Pat Olliffe.

In this penultimate installment, which chronicles Thrawn's expeditions in the years prior to the destruction of the first Death Star, past and present collide as Thrawn is revealed to have worked alongside both Anakin Skywalker and Darth Vader! What are the Separatists hiding, and how does Padmé Amidala get involved?

Featuring a cover by Rod Reis, *Thrawn Alliances* #3 is on sale March 20.



Incoming

Don't Miss These Upcoming Releases

MARCH

***Darth Vader* #44**
Marvel Comics
Writer: Greg Pak
Artist: Adam Gorham
Cover Artist: Leinil Francis Yu

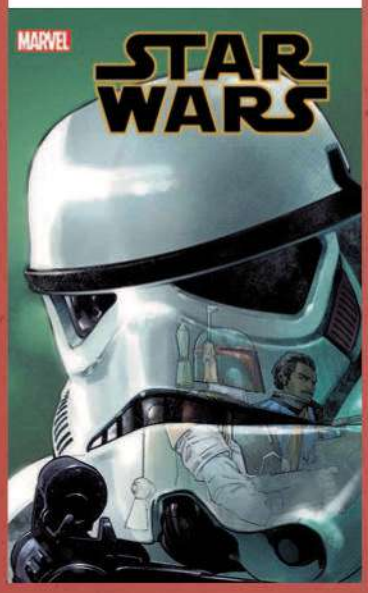
***Obi-Wan Kenobi* #6**
Marvel Comics
Writer: Jody Houser
Artist: Salvador Larroca
Cover Artist: Phil Noto

APRIL

***Star Wars* #45**
Marvel Comics
Writer: Charles Soule
Artist: Madibek Musabekov
Cover Artist: Stephen Segovia

***The Mandalorian* Season Two, Part Two**
Marvel Comics
Writer: Rodney Barnes
Artist: Georges Jeanty
Cover Artists: Various

***Star Wars* by Kieron Gillen & Greg Pak Omnibus**
Marvel Comics
Writers: Kieron Gillen and Greg Pak
Artists: Various
Cover Artist: Phil Noto



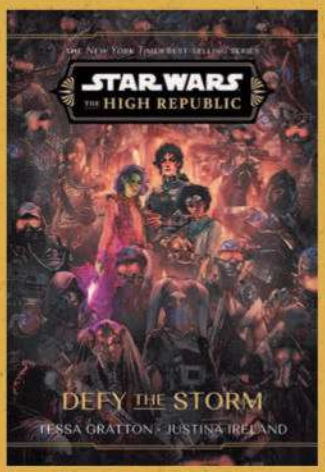
STAR WARS THE HIGH REPUBLIC

Luminous Lore

Shining a light on *Star Wars: The High Republic.*

Storm Force

The Jedi battle to break through the Stormwall!



Jedi Knight Vernestra Rwoh returns to the fray in *Defy the Storm,* the latest *The High Republic* Young Adult novel by Tessa Gratton and Justina Ireland.

The galaxy remains in chaos thanks to the Nihil and their Stormwall, an impenetrable barrier that has split the galaxy in two. Rwoh joins forces with scientist Avon Starros in an attempt to forge a path into the Occlusion Zone as they undertake a desperate mission to save those trapped on the other side. But with the dreaded nameless creatures still posing a threat to the Jedi Order, and the Nihil growing more dangerous, it seems the battle for the future of the galaxy is only just beginning. *Defy the Storm,* published by Disney Lucasfilm Press, is on sale March 5.

Republic Roundup

(Excluding Comics & Manga)

PHASE I

Light of the Jedi
Writer: Charles Soule
Random House Worlds, Adult novel

A Test of Courage
Writer: Justina Ireland
Disney Lucasfilm Press, Middle Grade novel

The Great Jedi Rescue
Writer: Cavan Scott
Artist: Petur Antonsson
Disney Lucasfilm Press, 8x8 storybook

Into the Dark
Writer: Claudia Gray
Disney Lucasfilm Press, Young Adult novel

The Rising Storm
Writer: Cavan Scott
Random House Worlds, Adult novel

Race to Crashpoint Tower
Writer: Daniel José Older
Disney Lucasfilm Press, Middle Grade novel

Out of the Shadows
Writer: Justina Ireland
Disney Lucasfilm Press, Young Adult novel

Tempest Runner
Writer: Cavan Scott
Random House Worlds, Audio original novel

Showdown at the Fair
Writer: George Mann
Artist: Petur Antonsson
Disney Lucasfilm Press, 8x8 storybook

Mission to Disaster
Writer: Justina Ireland
Disney Lucasfilm Press, Middle Grade novel

The Fallen Star
Writer: Claudia Gray
Random House Worlds, Adult novel

The Battle for Starlight
Writer: George Mann
Artist: Petur Antonsson
Disney Lucasfilm Press, 8x8 storybook

Midnight Horizon
Writer: Daniel José Older
Disney Lucasfilm Press, Young Adult novel

PHASE II

Path of Deceit
Writers: Justina Ireland and Tessa Gratton
Disney Lucasfilm Press, Young Adult novel

Quest for the Hidden City
Writer: George Mann
Disney Lucasfilm Press, Middle Grade novel

Convergence
Writer: Zoraida Córdova
Random House Worlds, Adult novel

The Battle of Jedha
Writer: George Mann
Random House Worlds, Audio original novel

Cataclysm
Writer: Lydia Kang
Random House Worlds, Adult novel

Quest for Planet X
Writer: Tessa Gratton
Disney Lucasfilm Press, Young Adult novel

PHASE III

The Eye of Darkness
Writer: George Mann
Random House Worlds, Adult novel

Escape from Valo
Writers: Daniel José Older and Alyssa Wong
Disney Lucasfilm Press, Young Adult novel

INCOMING COMICS

The High Republic #4
Marvel Comics
Writer: Cavan Scott
Artist: Jim Towe
Cover: Phil Noto
On sale: February 21

The High Republic Adventures #4
Dark Horse Comics
Writer: Daniel José Older
Artist: Elisa Romboli
Cover: Harvey Tolibao
On sale: March 13

The High Republic Adventures #1 "Crash Landing"
Dark Horse Comics
Writer: Daniel José Older
Artist: Rachele Aragno
Cover: Michael Atiyeh
On sale: March 20

DISCOVER THE WARRIORS OF MANDALORE... AND BEYOND!

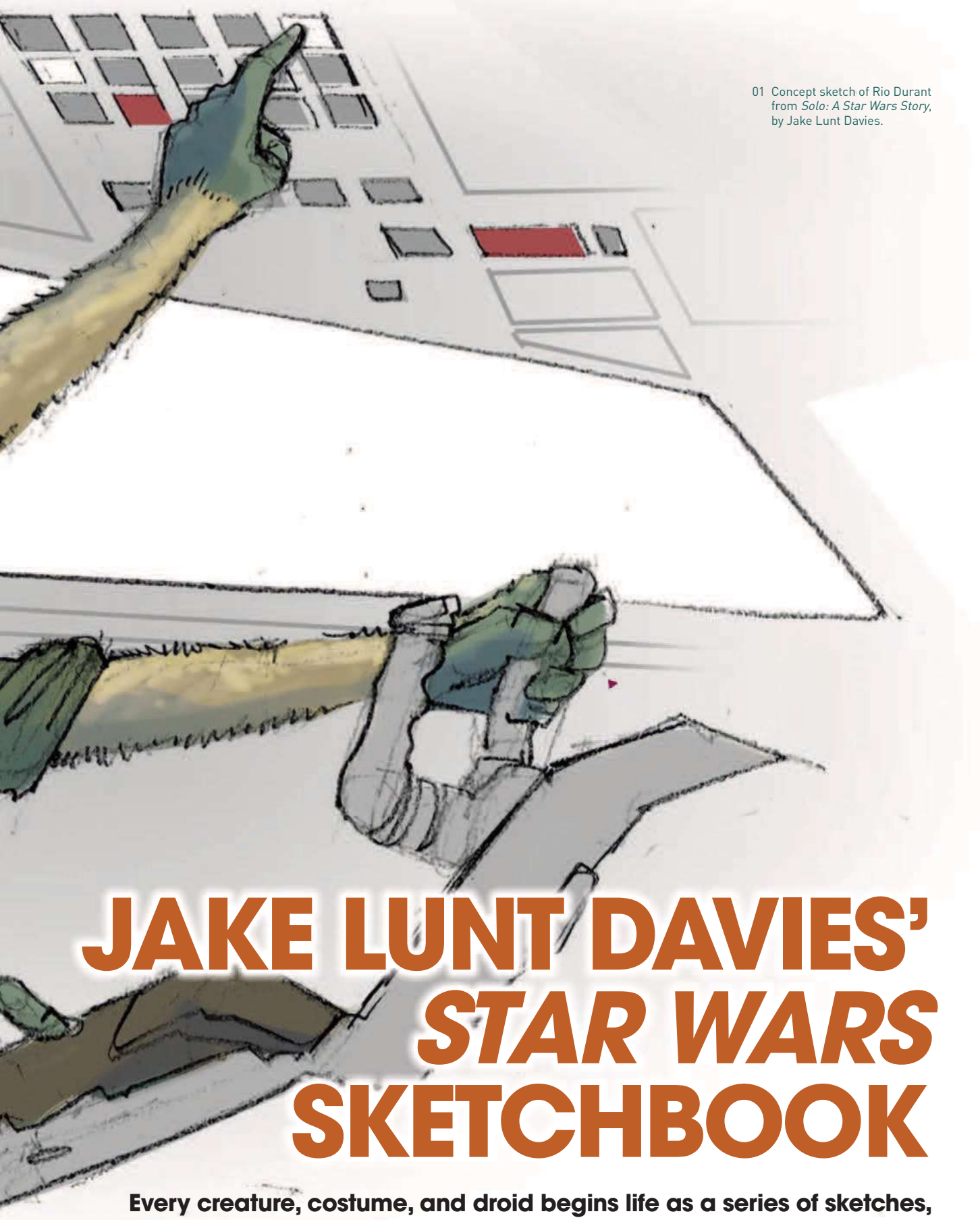
THE MANDALORIAN CHARACTERS OF THE *STAR WARS* GALAXY EXPLORED IN ONE DELUXE HARDCOVER VOLUME!

Includes interviews with Pedro Pascal (Din Djarin), Temuera Morrison (Jango and Boba Fett), Katee Sackhoff (Bo-Katan Kryze), and lavishly illustrated with concept art, photography, and more!

AVAILABLE IN ALL GOOD STORES AND ONLINE

TITAN-COMICS.COM

© & TM 2024 Lucasfilm Ltd.



01 Concept sketch of Rio Durant from *Solo: A Star Wars Story*, by Jake Lunt Davies.

JAKE LUNT DAVIES' *STAR WARS* SKETCHBOOK

Every creature, costume, and droid begins life as a series of sketches, courtesy of talented concept artists and designers. Jake Lunt Davies, who has worked on numerous *Star Wars* projects since *The Force Awakens*, has visualized numerous iconic *Star Wars* creations from porgs to B2EMO.

WORDS: MELISSA T. MILLER

Jake Lunt Davies' trajectory from doodling *Star Wars* ships as a young boy in England to being one of Neal Scanlan's first hires for *The Force Awakens* creature shop was a long and winding road. *Insider* recently talked with the artist to learn more about his process and inspirations, and how he planned for a career in filmmaking from an early age.

***Star Wars Insider:* Have you always been artistic?**

Jake Lunt Davies: My parents and my brothers were all very artistic, and we always had pens and paper at hand when I was young. I drew a lot of cars and monsters. When I was around 10 or 11 years old, I wrote a long list about me and all the things I liked and disliked: height, favorite color, favorite food, favorite films, et cetera. One of the last headings on the list was "Ambition." Previously it had been things like car designer and stunt man, but after I saw *A New Hope* for the first time, in a double bill with *The Empire Strikes Back*, I wrote "special effects designer for Lucasfilm." Which is sort of what I've done, in a way. I'd forgotten about it until a few years ago, when my mom found the sheet of paper amongst various early drawings of mine. It was quite emotional.

My brother and I had all the *Star Wars* action figures, but we couldn't afford the bigger toys, so we used to make spaceships out of cardboard that we'd designed—C-wings, D-wings, E-wings… I probably drew a ship for every letter of the alphabet.

02 Designs for D-O by Jake Lunt Davies.

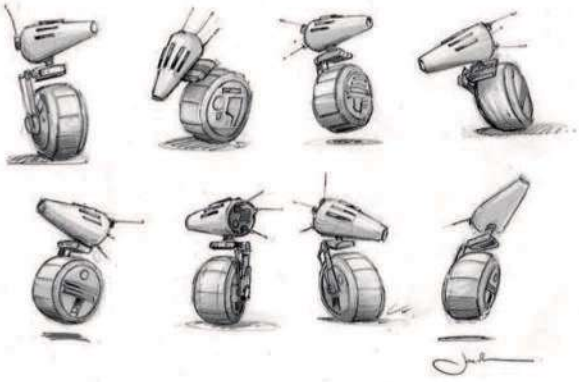
03 Jake Lunt Davies (right) with Neal Scanlan (left) and J.J.Abrams (center).

04 Early concept sketches for Qi'ra.

"We couldn't afford the bigger toys, so we used to make spaceships out of cardboard that we'd designed."

03

02



How did you go from doodled starships to working as a concept designer in Neal Scanlan's creature shop?

As a child, I would look at special-effects magazines and behind the scenes articles, but despite *Star Wars* having been shot here in England I didn't really think working in effects was an achievable career goal, so I kind of forgot about it and went to art college to study graphic design. After college, a friend got me a job on a TV show as a runner, literally running errands and making cups of tea. After a while, I started going into the art department and went about selling my artistic skills. I ended up painting sets and making models. Years later, that same company phoned me up and asked, "Would you like to do character design for some puppets for a kids TV show pilot?" I said yes. They had hired Neal Scanlan, who had worked for Jim Henson and won an Oscar for *Babe* (1995), to make their puppets. The pilot never went anywhere, but I worked for Neal on and off for about four years on various projects. One of the last things I did with him before our career paths diverged

04

were some concept designs for *Charlie and the Chocolate Factory* (2005).

After that I did storyboards for commercials and started to direct, and then in 2013 I got a phone call from Neal, out of the blue. We hadn't really been in touch for five or six years. He said, "Guess what? I've got *Star Wars*, and I'd like you to work on it."

It wasn't a done deal, though, as I then did a week-long test in which I was set the task of creating some concepts for Maz Kanata, who at the time was known by the code name "Rose." Rose Gilbert was an amazing teacher who'd taught both J.J. Abrams and production designer Rick Carter. She was incredibly inspirational, and they wanted Maz to embody elements of her. The following week I started at Pinewood Studios, where I imagined I would be joining a huge bank of artists, but for the first few weeks it was just me and a sculptor called Julian Murray sketching ideas. Soon another 3 concept artists had joined the team but it would be another year before we reached a point where J.J. Abrams said, "That's it!

How much guidance were you given for character designs?

It is always dependent on whether they are featured characters, for which we got a brief, or general background creatures, where we had a freer rein. For instance, with D-O we were told he should be like a little duckling that has hatched and latched onto BB-8 as a sort of mother figure. But the focus that character got over the course of his design was intense. We submitted dozens and dozens of ideas. It took months to get to the point where it was a wheel with that cone head. I did variations on the end of his snout, the dimensions of the cone, the volume of his head, how wide it was, the tire treads. The porgs I hit much quicker. I did a drawing, literally on day two or three, which looked like a porg. It didn't have feathers, but the silhouette was there. Rian Johnson loved it, but even then it took another few months to go through many iterations. We did hundreds of color combinations. All those decisions really mattered.

While the design process for main characters is lengthy and involved on any project, the approach to background characters was completely different with *Star Wars*. We had the amazing opportunity to just doodle and come up with cool-looking creatures. Every few weeks we would put up these big displays with hundreds of different designs for the director to choose from. Neal only had a budget to build a certain number of aliens, but we always designed way more than the director could use, so they created what was called the B-list, which would be whittled down to the A-list, the final choices.

Sometimes background characters find themselves elevated to more prominent roles. For instance, there's a character called Margo in *Solo*, who was the majordomo to Dryden Vos. She originally started out as an idea for Qi'ra, but I repurposed the design and submitted her into the general background creature pool. It's great when unused ideas are given the opportunity to resurface.

05

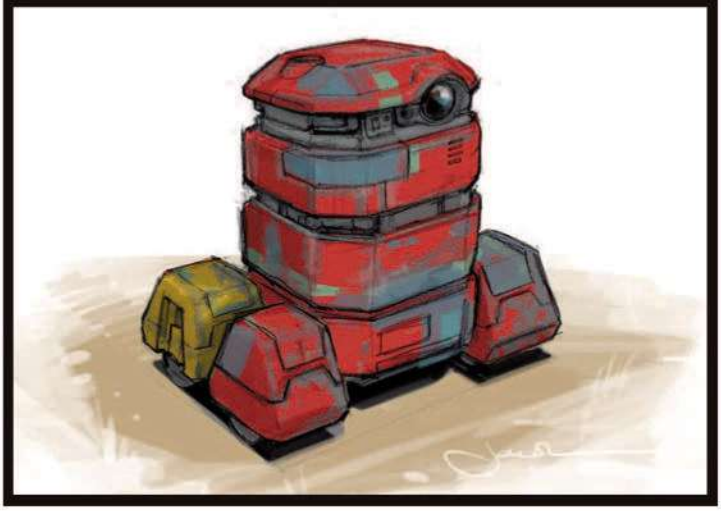
05 Numerous color combinations were applied to Lunt Davies' porg design before a final look was decided upon.

Have any of your other designs been repurposed or resurrected?

L3-37 took months to get right, and that was cross-departmental, with visual effects and costumes involved, all generating hundreds of droid designs. Some of them became droids elsewhere. R0-VR in *The High Republic* comic was based on an unused design I had done for L3 that appears in *The Art Of Solo* book. Cavan Scott, one of *The High Republic* writers, loved it. Now

B2EMO

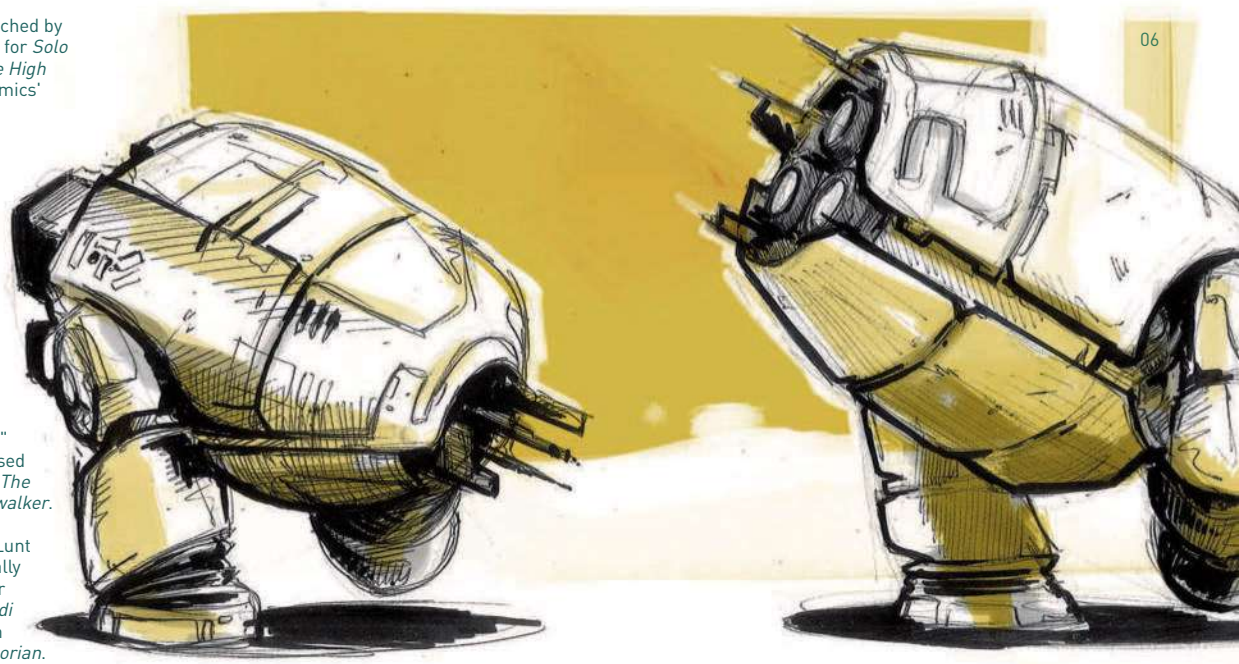
One of *Star Wars: Andor*'s most endearing characters was the battered droid B2EMO, which, as it turns out started life as a guard dog. "The directive was he was this loyal salvage droid with bulldog tenacity, and had tools like a Swiss army knife," says Lunt Davies, whose initial sketches gave the droid a dog-like shape. As for the details of B2EMO's backstory and character arc, Lunt Davies learned all of that as he watched the show, just like the rest of us. "I didn't even know he had a voice," the concept artist reveals. "He is also a heartbreaking sort of character, which I didn't know about."



06 A droid sketched by Lunt Davies for *Solo* became *The High Republic* comics' R0-VR.

07 "The Oracle" was an unused concept for *The Rise of Skywalker*.

08 A creature Lunt Davies initially designed for *The Last Jedi* turned up in *The Mandalorian*.



06

CREATURE CONCEPTS

Lunt Davies looks for inspiration in everything and anything from nature documentaries to dog toys. Having designed background critters like the steelpecker birds and rathtars for *The Force Awakens*, the thala-sirens for *The Last Jedi*, and the horse-like orbaks for *The Rise of Skywalker*, all with real-world animal traits, he was also responsible for conceptualizing Boolio, the ill-fated spy voiced by Mark Hamill in *The Rise of Skywalker*. The script called for Kylo Ren to unceremoniously deposit Boolio's decapitated head on a First Order conference table. "The design directive was that his head had to be portable and could sit on a table," Lunt Davies explains. "So, he was given horns purely as stabilizers, so his head wouldn't roll off the table."

it's a droid in one of those story arcs. You never know where things will reappear.

When my child was seven years old, they were very inspired by what I was doing and would give me little sketches of their own. Occasionally I would work them up into finished concept art and put them onto the big wall of creatures for the directors to choose from. Auromae Iselo was originally submitted for the casino in *The Last Jedi* but the design only made the B-list, so I redressed it as a bounty hunter and showed it again for *Solo*. The producers liked the design, and he joined Enfys Nest's gang, only wearing a mask. I was pleased when the same creature popped up in *The Mandalorian;* it then proceeded to appear every week until I think the Mandalorian shot him.

What is your design process? Does it differ depending on whether you're working on a droid, a creature, or a vehicle?

Most of the stuff I've done is drawn on paper. I prefer holding a pencil; I enjoy the interaction of pencil on paper. It's something I've done all my life. Then I will scan the drawing and color in Photoshop. I don't have the confidence for painting traditionally. It's all or nothing—if you mess it up, you have to start again.

07

Whereas digital paint is very easy to undo. So, my work is half digital and half analog.

I find vehicles fun because I don't do enough of them. Droids are brilliant. What I like about doing the creatures is trying to find crazy ways to hide performers. I love designs where you can't quite work out how it's done. I started doing that with Bobbajo on *The Force Awakens*. He's this itinerant tradesman wandering the deserts of Jakku, carrying little cages of animals on his back. The performer is inside the cages and he's operating the creature. I love that sort of thing. I keep trying to do that

08

with droids, with the performer in the costume facing backwards so that their legs walk back to front. Things like that are really good fun. I found the AT-STs in *Return of the Jedi* hugely inspiring. They had so much bird influence. That process of design is what I find intriguing.

I am always aware that my designs might be overstepping a performer's limits, so that is a consideration. It's a collaborative affair, as performers have an opinion and might show me a pose they can do, which I could then play with and think, "How can we put a costume around that?"

What was brilliant about working in Neal's department was that I was part of this bigger team. Once I'd done a design, I got to art direct, answering questions asked by the sculptors and fabricators. I got to work on the eyes or the hands or the teeth or the tongue. When I'd go to the sculpting room and saw how some highly skilled sculptor had transposed my sketch into 3D, the reality of seeing something that I'd drawn being made by another person was surreal.

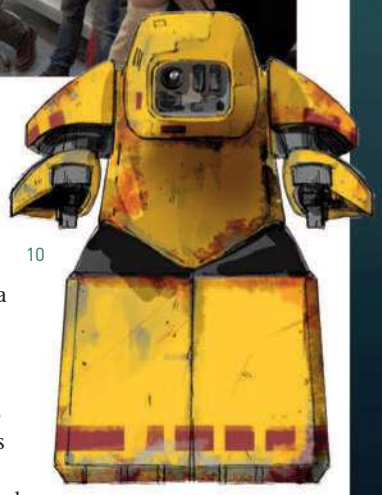
Speaking of surreal, what was it like being on-set with the Aki-Aki that you designed?

I had the opportunity to join Neal in Jordan for a while on *The Rise of Skywalker* set because I had worked on a lot of the elements for that shoot, like the Aki-Aki and various other creatures. I went partly as a sort of overseer of "the look," but also as an extra pair of hands to literally help people get into costume. There were hundreds and hundreds of background artists.

I also shoehorned my way onto screen for that scene. I'd suggested Snaggletooth as a background creature because he was a favorite action figure when I was a child, and I even volunteered to play him. It's a wide shot in the film, and I'm next to a tent pole hundreds of yards away.

People often ask me if it's amazing to see my designs on the cinema screen. It is, but the strangest thing is when I see a kid's drawing of something that I designed. This idea that started off in my head and has been filtered through all these other talented artists into three dimensions, put on set and lit, and then some child has soaked that up and gone away and drawn their own version. I find that so inspirational.

09



10

"The reality of seeing something that I'd drawn being made by another person was surreal."

11

09 Jake Lunt Davies (third from right) during production of *The Force Awakens*.

10 Droid concept art for *The Force Awakens* by Jake Lunt Davies.

11 Aki-Aki concept art by Jake Lunt Davies for *The Rise of Skywalker*.

WHO'S THE BOSS?

What does it take to rule in the galaxy far, far away? *Insider* investigates the most powerful—and divisive—figures in galactic history.

WORDS: AMY RICHAU

Throughout every *Star Wars* era, there were prominent individuals who embraced leadership positions in order to enact change, whether on behalf of their homeworld, the galaxy as a whole, or for their own means. Some rose to the top in search of power, wealth, influence, and control, while others took charge searching for peace or to preserve their people's history. *Star Wars Insider* looks at what motivated such galactic leaders.

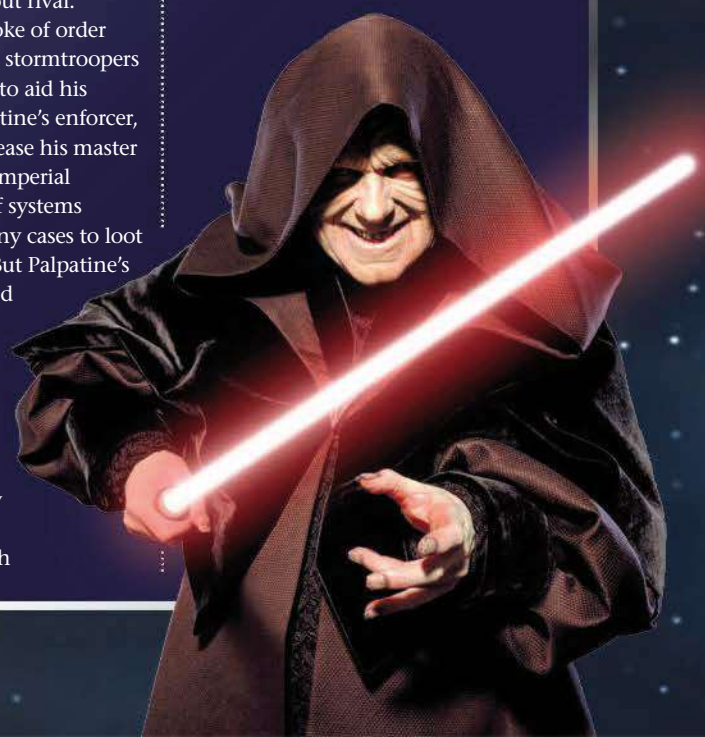
TAKING THE LEAD

Whether dominating a galaxy through war and subterfuge, running a crime syndicate, or nurturing a resurgent Republic, three notable figures stood out during a tumultuous period in galactic history.

EMPEROR PALPATINE

Sheev Palpatine, first a senator from Naboo, then supreme chancellor, and later Emperor of the Galactic Empire, was a master at playing the long game. Plotting slowly over the course of many years, Palpatine slyly manipulated people and events to bring about the fall of the Galactic Republic and the Jedi Order. To ensure his power, Palpatine attempted to wipe out his greatest rivals, the Jedi, by both killing those who survived Order 66 and outlawing the study of the Force. By wiping the Jedi out of the memory of Imperial citizens, Palpatine, his apprentice Darth Vader, and the Inquisitors would be the only Force users in the galaxy, without rival.

Palpatine's Empire spoke of order and power to recruit new stormtroopers and convince politicians to aid his cause. Darth Vader, Palpatine's enforcer, spent years trying to appease his master and prove his loyalty as Imperial governors took control of systems across the galaxy—in many cases to loot them of their resources. But Palpatine's interests remained focused solely on *his* power and a sinister quest to cheat death. While Palpatine's officers and minions worked to strike down any signs of rebellion, he worked on a contingency plan in the event of this death. His obsessions with eternal life led to many experiments with cloning technology on Exegol where Sith cultists and his most loyal subjects plotted for his return.



JABBA THE HUT

For decades, anyone who wanted to do business in the Outer Rim had to keep an eye on one individual—Jabba the Hutt. Jabba was a leader of the Hutt Clan, a powerful criminal syndicate that used slavery and piracy to seize wealth and control. The epicenter of Jabba's power was the desert world Tatooine, where he held court in his remote palace. No one was safe in his palace as he regularly threatened or killed visitors and his enslaved workers to incite fear among them. Quick to use violence, the Hutts did not negotiate with opponents and believed they were superior to many of their criminal syndicate peers.

Jabba and the Hutt Clan used their influence to control hyperspace lanes so any smuggling of goods, illegal or otherwise, was under their control. The spice trade and trafficking Twi'leks as slaves brought Jabba great wealth and even more power. During the Clone Wars, both the Separatists and the Galactic Republic sought Jabba's support. His power and resolve only increased during the reign of the Empire, but his desire for revenge against the smuggler Han Solo would eventually lead to his demise. After Jabba's death, Bib Fortuna took control of his palace, until the former majordomo was killed by Boba Fett, who sought to rule Tatooine with respect instead of fear.

MON MOTHMA

After the Battle of Endor, the reality of a galaxy free of Palpatine and what a new Republic might look like began to set in. Mon Mothma, who for years secretly worked against the Empire with the Axis network and was the public face of the Rebel Alliance, was elected as the first chancellor of the New Republic. As the New Republic's government did not have the resources to supply aid to every cause, Mon Mothma was forced to make decisions that angered some friends and allies, as she worked to recruit new planetary systems to join her government.

Eager to distance herself from Palpatine, Mothma worked to remove the emergency powers Palpatine had granted himself as supreme chancellor. A strong proponent of democracy, she was also greatly motivated as chancellor to prevent another galactic-sized war. She pushed through the Military Disarmament Act—legislation to retire 90 percent of the New Republic Defense Fleet, with the hope that this action would increase the chances of long-lasting peace.

Mon Mothma's government, centered on her homeworld Chandrila, was faced with dozens of challenges from appeasing New Republic factions that didn't agree with her decisions, to the complex problem of what to do with the thousands of citizens who had previously served the Empire. While under her leadership the New Republic made many positive changes, they were unable to stop the future formation and rise of the First Order.

CHAOS REIGNS SUPREME

Upsetting the status quo was paramount in the minds of some leaders, who sought power through sowing the seeds of anarchy across the galaxy.

THE MOTHER

The Mother of the Path of the Open Hand, Elecia Zeveron, came to the group as a refugee before convincing its members she was sent by the Force to lead them. Zeveron used the structure of the Path—the Elders, the Children, and the Littles, each playing their own roles—to grow the cult's influence. While the Path preached peace by not using (or, in their words, abusing) the Force, Zeveron hid her own Force abilities from her people as well as her quest for power. She recruited some members of the Children to steal valuable Force artifacts and gather weapons, including eggs of the Nameless creatures she knew could harm the Jedi. Zeveron also recruited agents who helped to sow violent conflicts and chaos across the galaxy, many times to distract the Republic and the Jedi away from her plans. While Elecia did not survive the Battle of Dalna, the Path would eventually lead to the creation of the Nihil, a deadly group of mercenaries who would weaponize the Nameless creatures against the Jedi.

MARCHION RO

Members of the Ro family, the masterminds of the Great Disaster, bridged the Path of the Open Hand to the creation of the Nihil marauders. Marchion Ro's father Asgar was Eye of the Nihil, but Marchion had bigger plans and didn't hesitate to take his father's place when the opportunity arose. Under Marchion Ro, the Nihil grew into a deadly mercenary group who counted the Jedi and the Galactic Republic as their enemies.

Under the Eye, the Nihil included three Tempest Runners who ran their own Tempest. Each of them included pirates with rankings including Storm, Cloud, and Strikes. Marchion made sure that his three Tempest Runners regarded one another as rivals so they would be too busy fighting amongst themselves instead of setting their sights on him. To further protect his position as head of the Nihil, Marchion kept Mari San Tekka—a woman with a mysterious ability to locate hyperspace paths—a secret from his underlings. He manipulated Mari so she would keep creating paths for him as he recruited Nihil spies in positions of power, such as Hosnian Prime Senator Ghirra Starros.

MOFF GIDEON

During the early years of the New Republic, Gideon retained his Imperial title of Moff as he led a remnant of the Empire's forces. While Gideon was part of the Shadow Council—a secretive group of surviving Imperial commanders—he spent much of his time and effort on his own obsessions.

Gideon sought to regain the powerful Darksaber he first took from Bo-Katan Kryze on Mandalore during the Night of a Thousand Tears, and to capture the Force-sensitive youngling, Grogu. To aid him in his cause, Gideon used dark troopers, upgraded battle droids that took the human element out of Imperial stormtroopers. Gideon was ruthless in his pursuits, quick to strike down anyone who stood in his way. Like Palpatine, Gideon became obsessed with cloning technologies. He attempted to create Force-sensitive clones of himself, but his efforts were thwarted by Din Djarin and Bo-Katan.

A HIGHER CALLING

Call them selfless, reckless, or even ill-advised, some became leaders solely because they believed in a cause bigger than themselves.

QI'RA

After a lifetime serving crime bosses, including White Worm leader Lady Proxima; the public face of Crimson Dawn, Dryden Vos; and Shadow Collective Leader, Maul; Qi'ra brought a new version of Crimson Dawn out of the shadows, with herself as their leader.

Qi'ra's end goal was secret but simple—to destroy the Sith Lords Sheev Palpatine and Darth Vader so that, in her words, the galaxy could thrive. To help topple these powerful Sith, Qi'ra brought together an eclectic group similar to Maul's Shadow Collective, each with a variety of skills and knowledge. It included The Knights of Ren, Chanath Cha and the Orphans, the Nightsister Deathstick, Ochi of Bestoon, Qi'ra's advisors Margo and Trinia, and the Archivist, who studied all aspects of the Force.

Qi'ra orchestrated Crimson Dawn to sow chaos in different parts of the galaxy to distract Palpatine, including starting a war between many criminal syndicate leaders. Qi'ra's Hidden Empire was not successful in defeating Palpatine and Vader, but her actions distracted Palpatine enough to allow rebel fleets to expand their numbers. Two of her agents—Bevelyn and Melton—delivered vital information about the construction of the Empire's second Death Star to the Rebellion.

LEIA ORGANA

Leia was never afraid to speak her mind. During her last years, Leia led the Resistance—an unauthorized military fleet—to counter the threats of an emerging regime known as the First Order. Despite Leia's heroic actions during the reign of the Empire and the Galactic Civil War, Leia's role in the New Republic Senate greatly diminished when Darth Vader was revealed as her father.

Rather than simply retiring from public life, Leia continued to sound the alarm over the threat from the First Order. As general of the Resistance, Leia was joined by old friends Gial Ackbar and Amilyn Holdo, as well as children of Rebel Alliance heroes, such as Poe Dameron. Much of the work of the Resistance was done in secret, with Leia monitoring missions from different groups, working to recruit allies, gather supplies, and impede First Order incursions.

Despite a lack of support from the New Republic government, who did not take the First Order threat seriously, and even from her own family, Leia pressed on. Her efforts led to a new generation of leaders including Rey and Finn, and inspired her husband Han Solo and brother Luke Skywalker to rejoin the fight to save the galaxy from the return of Emperor Palpatine.

While Leia did not live to see the galaxy after the Battle of Exegol, her last act helped turn her son Ben back to the light side of the Force.

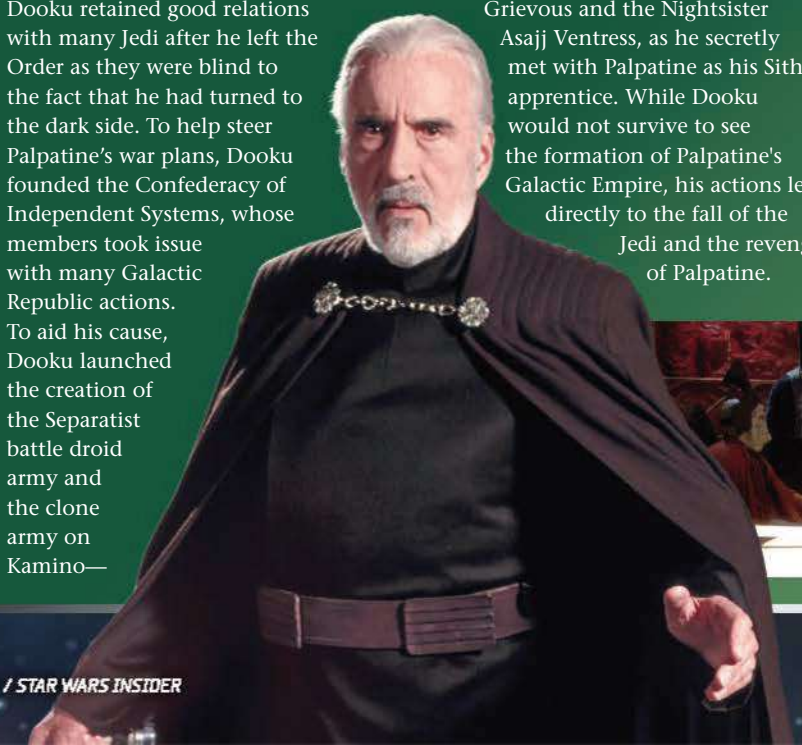
DUCHESS SATINE KRYZE

Duchess Satine Kryze ruled Mandalore during the Clone Wars. A pacifist, Kryze believed that the moment a side committed to fighting, they had already lost the war. Krzye wanted her people to move on from their warrior past to create a peaceful and prosperous Mandalore. Some Mandalorians, including a group called Death Watch, violently disagreed with her beliefs. Kryze was also heavily pressured by both the Separatists and the Galactic Republic to choose a side in the war. Refusing to appease either antagonist, Kryze led the Council of Neutral Systems, which represented more than a thousand planets that wished to not take part in the Clone Wars.

Satine's fierce devotion to her bold vision for Mandalore put her at odds with her sister, Bo-Katan, who initially sided with Death Watch. She also chose to push aside the romantic feelings she felt for Obi-Wan Kenobi so she could focus all of her energy on leading her people. Satine's death at the hands Maul, who would later take control of Mandalore, ignited a fire in many Mandalorians, including Bo-Katan Kryze, to work together and bring Mandalore back under the control of Mandalorians.

COUNT DOOKU

During the Clone Wars, Count Dooku's public image was as the leader of the Separatists, but his true loyalty lay with Sheev Palpatine. Dooku retained good relations with many Jedi after he left the Order as they were blind to the fact that he had turned to the dark side. To help steer Palpatine's war plans, Dooku founded the Confederacy of Independent Systems, whose members took issue with many Galactic Republic actions. To aid his cause, Dooku launched the creation of the Separatist battle droid army and the clone army on Kamino—forces who would later battle each other during the Clone Wars. To further his chances of success, Dooku leaned on two agents, General Grievous and the Nightsister Asajj Ventress, as he secretly met with Palpatine as his Sith apprentice. While Dooku would not survive to see the formation of Palpatine's Galactic Empire, his actions led directly to the fall of the Jedi and the revenge of Palpatine.



Lavishly illustrated with behind-the scenes images and stunning production art from Sony Pictures Animation's next chapter of the Oscar®-winning Spider-Verse saga, *Spider-Man™: Across the Spider-Verse*. With writers and producers before Phil Lord and Christopher Miller, along with the cast and crew, reveal the secrets behind the creation of the incredible blockbuster!

MARVEL
© 2023 MARVEL
© 2023 SPA & CPII.

AVAILABLE FROM ALL GOOD BOOKSTORES, COMIC STORES & ONLINE.

TITAN-COMICS.COM

TITAN
COLUMBIA PICTURES
a Sony Company

STAR WARS
THE
BAD
BATCH

BEHIND THE BATCH

Part One: Every Story has a Beginning

With the adventures of Clone Force 99 coming to a close, *Insider* speaks with *Star Wars: The Bad Batch* creators in the first part of an extensive look back at the making of the show where they discuss the origins of the series, the themes that drove it, and its varied cast of characters.

WORDS: BRANDON WAINERDI

Jennifer Corbett: Executive Producer, Head Writer **Brad Rau:** Executive Producer, Supervising Director
Athena Portillo: Executive Producer **Alex Spotswood:** Senior Producer
Andre Kirk: Art Director **Keith Kellogg:** Animation Director

***The Bad Batch* extended and transformed *Star Wars* storytelling in a way that fans could never have expected. In an animated series aimed primarily at a young segment of the audience, it approached complex issues that would trouble the minds of many adults, wrapped up in an exuberant and often amusing run of exciting space adventures.**

Having arrived with a bang in the seventh season of *Star Wars: The Clone Wars*, the Batch's turn as supporting players was in part a back-door pilot for their own series, set during a dark time for the galaxy. It took an army of incredibly talented people across the globe to make it happen, led by the creative team at Lucasfilm Animation.

***Star Wars Insider:* What was the initial impetus for *The Bad Batch* as a standalone show?**

Athena Portillo: George Lucas created Clone Force 99, and we finally had the opportunity to officially introduce them to the *Star Wars* audience during Season Seven of *The Clone Wars*.

Dave Filoni loved the idea of going in depth into telling the story of each clone, as well as introducing Omega who became a key force into keeping the Batch together. Although Omega looks young, she's older than all of them and plays the role of mediator, the glue to instigating missions for the good of the galaxy. It was a story worth telling because, at its heart, it's about family.

> "It was a story worth telling because, at its heart, it's about family."
>
> **Athena Portillo, Executive Producer**

Jennifer Corbett: When the team was finishing the final season of *The Clone Wars*, we started having the discussion of what was going to be the next animated series. Fans were already into the animatics that had been released, so the thought process became that while *The Clone Wars* was ending, the *clone* story still had more to be told. It was a great opportunity to talk about the fall of the Republic and the rise of the Empire.

Alex Spotswood: One of my favorite things about *The Clone Wars* was how we were able to explore the unique personalities and stories of the clones. I think that was a big part of what made the show so special. To have the opportunity to make *The Bad Batch* series, where we got to focus on the clones in the post Order 66 galaxy, was really fun and exciting.

01 Clone Force 99 made their first appearance in Season Seven of *Star Wars: The Clone Wars.*

How did the story of Clone Force 99 evolve over the three seasons?

JC: The first season was us trying to get the show on its feet and understanding the strengths of everybody on the team. As we progressed, we fell into this natural rhythm, and then in Season Two, we had the opportunity to explore deeper into *Star Wars* lore and got to do more character stuff, which was great. And while Season Three is the same, we took it all a step further.

What themes were important for the show, and how did they develop?

Brad Rau: The family dynamic became *incredibly* important. What are the ties that bind, what is the importance of forgiveness, and how do you let go? All of those things were in place very early on, but started to intertwine into the stories in a bigger way through the performances of Dee Bradley Baker (Hunter, Wrecker, Tech, Echo, and Crosshair) and Michelle Ang (Omega). And we reacted to that and let the story go where it needed to go.

AP: For me, the themes that were important were the same things that resonate in my life: kindness and consideration, innocent until proven guilty, strength in inheriting unique personalities, making compromises, being accommodating, and forgiveness.

AS: We were given the opportunity to explore uncharted *Star Wars* territory with this series. The clones aren't running around during the original trilogy, so we were able to delve into what happened to them and what the political landscape was at that time.

01

Those were some of my favorite moments in the show.

Were there any significant challenges to telling the story about the true formation of the Empire, in the immediate aftermath of *Star Wars: Revenge of the Sith*?

JC: We always knew we couldn't defeat the evil Empire. But this show was always meant to have the Empire as its backdrop, and we refocused on what was personal to these characters and what their own journeys were. These clones were created and trained for one purpose, and when you take that away from them, who are they? What is their purpose in the galaxy, if not to be soldiers?

BR: We knew that in those dark times the Empire was as mighty as ever, and growing mightier. We knew that we were not going to have a huge victory, there were not going to be any Death Stars in this show. So, we needed to find ways to have smaller victories.

That's why, when we're talking about character motivations and their emotions, it was so key to make sure the audience cared for these characters and their bond, that they cared about every little thing that the clones did.

02

02 Omega, voiced by Michelle Ang.

03 Wrecker, voiced by Dee Bradley Baker, met Anakin Skywalker in *The Clone Wars*, Season Seven, Episode 4: "Unfinished Business."

03

SEASON I

16 EPISODES
MAY 4—AUGUST 13, 2021

Clone Force 99 find themselves in a changed galaxy as the Empire begins to exert authoritarian control. The Bad Batch go on the run with their clone sister Omega, but the Empire is never far behind. Destiny leads them back to Kamino, a world now firmly in the Empire's firing line.

The Batch was a family, and the audience fell in love with them. How did you make sure that familial bond came across on screen?

JC: When the Batch were introduced in *The Clone Wars*, they were just the guest stars in another story arc. Our challenge became really taking the archetype of these characters and developing them further. I think what helped us a lot was the inclusion of Omega, because the way that the Batch interacted with each other was different when all of a sudden there was a kid in the mix. We were able to explore how they grew and related to her, which changed the squad completely.

BR: The casting was huge. Of course, famously, Dee Bradley Baker plays all of the clones and all of the Batch. And Michelle Ang is absolutely amazing as Omega. They both became like a family to us.

Jen and I would meet with them before the pandemic in the recording booth, and then we had so many discussions over Zoom. We constantly talked about all of these themes and stories, and really took their input to heart. With Dee, he immediately asked, "How do we make these extremely different characters as unique as possible?" It came out in not only the changes in his voice, but in his performance, in his acting. He made them each fully dimensional.

On the first day of recording, we asked, "Who do you want to record first, Dee? Hunter? Crosshair?" And he said, "No, no. I'm gonna do them all in a row." And he did that for the entire recording of the series, performing a complete run-through of his scenes. It was really wild.

04 The team met Omega for the first time in *The Bad Batch* series premier "Aftermath."

"WHEN THE BAD BATCH WERE INTRODUCED IN *THE CLONE WARS*, THEY WERE JUST THE GUEST STARS IN ANOTHER STORY ARC."

Jennifer Corbett
Executive Producer

05

05 Vanessa Marshall played a younger version of Hera Syndulla in the Season One episodes, "Devil's Deal" and "Rescue on Ryloth."

In addition to the voices, were there other ways to make every clone feel unique and recognizable to the viewer?

Keith Kellogg: Stylistically, we obviously tried to make sure there were little quirks for each character so that they were recognizable. For Wrecker, for instance, you see him mostly with his hands and fists across his chest to give him that really strong kind of look. Hunter always has his chest back, in that sort of leadership position. Echo has a little bit of a robotic tendency. We also tried to throw little nuances in their walk cycles, and the way they move.

Andre Kirk: For a series like *The Bad Batch*, we were also getting to know these characters through working on the show. It almost makes it easier when you're designing, perhaps an outfit for a character, because you could say, "Oh, Tech wouldn't wear that." We got to know them like you would a friend.

Were there any ancillary and guest-star characters that you felt *had* to be in the show?

BR: It was very tricky figuring out how to come across characters that we knew and loved already, while still serving our story. Our aim was to make it a Bad Batch show, first and foremost. We wanted to play with the Captain Rex "action figure" so badly. He's such a fan favorite and we love him. But we had to be also very careful that he didn't take over the show, because it's not the Rex show.

JC: It was also wonderful to have Vanessa Marshall back as Hera Syndulla because, especially in the first season, Omega didn't really get to interact with a lot of children. So, to meet another character who was around her age and had the same sort of adventurous spirit, and to have them act off of one another, was great. It gave Omega a different dynamic.

I don't think Brad (Rau) or I ever thought we would be able to use Commander Cody, but we got the opportunity and he was able to play a pivotal role in Crosshair's journey. We were able to use that character so effectively, and really propel Crosshair forward.

What surprised you about these characters, as they grew through the series?

JC: When we started, we had a general idea of where we wanted to go. But of course, things change, and you pivot. It is such a testament to

SEASON 2

16 EPISODES

JANUARY 4—MARCH 29, 2023

Months after the destruction of Tipoca City, the Empire believes the Bad Batch died along with it. Instead, the Batch are attempting to make a life for themselves in the employ of Cid.

But the Trandoshan can't be trusted, and the Batch are soon on the run again. While Crosshair struggles with his choices, the Batch are about to lose another founding member.

06 Captain Rex became a regular point of contact for the Bad Batch.

07 Commander Cody had a big impact on Crosshair in Season Two.

06

07

08 Promotional artwork for *The Bad Batch* Season Three.

09

09 Crosshair found himself doubting his decision to follow Imperial orders during the second season.

the cast because the way that they were able to own these characters really gave them so much depth that, as a writer, made me excited to develop them and those situations.

However, I will say that I've always been surprised by Crosshair and the journey that he went on, because it did shift a little bit. I never thought that I would want to root for him, but that changed during Season Two—he became a very complex character.

BR: We always knew Omega was going to be a bright beacon of positivity, but that's tricky to convey. Michelle did *such* a great job at making her a believable, realistic character, and that was really fantastic. There are moments, especially in Season Three, where even though the crew had seen a particular Omega moment in an episode literally hundreds of times, we were all *still* cheering for her.

SEASON 3

16 EPISODES

FEBRUARY 21—MAY 01, 2024

In the epic final season, the Bad Batch will have their limits tested in the fight to reunite with Omega as she faces challenges of her own inside a remote Imperial science lab.

With the group fractured and facing threats from all directions, they must seek out unexpected allies, embark on dangerous missions, and muster everything they have learned in order to finally free themselves from the Empire's grip.

10 Omega made a shattering discovery in the climactic final episode of Season Two, "Plan 99."

"WE ALWAYS KNEW OMEGA WAS GOING TO BE A BRIGHT BEACON OF POSITIVITY."

Brad Rau, Executive Producer

10

Five Copies to Give Away!

This is the Win!

Star Wars: The Mandalorian Collection from Titan to be won!

Clad in beskar armor and armed to the teeth, the legendary Mandalorians have played a pivotal role in galactic history for generations. Now their on-screen and behind-the-scenes story is told in *Star Wars: The Mandalorian Collection* from Titan Magazines—and we've got five copies to give away!

This specially curated souvenir edition is packed with interviews and articles exploring every aspect of the Mandalorians, from the very first appearance of Boba Fett in the infamous *Star Wars Holiday Special*, to live-action TV series *The Mandalorian* and *The Book of Boba Fett*. Among the incredible content collected for this very special edition are interviews with *Star Wars: The Clone Wars* supervising director Dave Filoni, stars of *The Mandalorian* Pedro Pascal and Katee Sackhoff, Temuera Morrison, and the first actor to don the famous armor on screen, the much-missed Jeremy Bulloch. Also included are companions to *The Book of Boba Fett* and all three seasons of *The Mandalorian*, as well as short fiction starring bounty hunter Jango Fett!

To be in with a chance of winning one of five copies of this excellent collection, just send us the correct answer to this *Star Wars* trivia question:

On which planet was Jango Fett slain by Mace Windu?

A. Genesis
B. Geonosis
C. Genentechia

Send your answer via email to **insidercomp@titanemail.com** or our usual postal address (see 'Contact Us' on page 3), marked "FOR MANDALORE!" by May 15, 2024. Terms and conditions are available at titanmagazines.com

May the Force be with you!

www.titan-comics.com

© and TM 2024 Lucasfilm Ltd. All Rights Reserved.

SACKS APPEAL

Writer Ethan Sacks reveals how he joined the ranks of *Star Wars* bounty hunters for the hit Marvel Comics series.

WORDS: MARK NEWBOLD

02

A fan of the saga since childhood, comic-book writer Ethan Sacks nurtured Marvel's *Bounty Hunters* from its launch in 2020 to its climactic instalment this year. Featuring all-new characters and the infamous scum from *Star Wars: The Empire Strikes Back*, the series also resurrected well-remembered villains from Marvel Comics' original 1970s and 80s run, with the title becoming one of the most essential monthly reads.

***Star Wars Insider*: How did you get into writing comics?**

Ethan Sacks: I was a reporter at the *New York Daily News* for 20 years, where I got to cover everything from comic books to sci-fi, *Game of Thrones* to *The Walking Dead*, and along the way I became friends with Joe Quesada, artist and former Marvel Comics editor-in-chief.

I'd interviewed Paul Blake, the actor who played Greedo in *A New Hope*, and we were talking about who shot first and his memory of it being Han, and I had this idea that someone should do the murder investigation into Greedo. I couldn't get the idea out of my head, so I ended up writing a comic-book script, which I'd never done before, based loosely on the Akira Kurosawa film *Rashomon* (1950). It's a film about a murder in feudal Japan told by several eyewitnesses, but all of their accounts are completely different. I asked Joe if he'd mind if I sent him a spec script, which I did, and didn't hear back for a week.

03

Then I went to Japan to visit my in-laws with my wife and turned on my phone after getting off the plane, and there was an email from Joe that changed my life, saying "Never mind Greedo, you can actually write and do this for a living!" I thought, if I'm going to start a new career, this is my chance. So, Greedo, of all beings, is the one responsible for me breaking into comics.

What was the first comic you worked on?

My first big comic for Marvel was *Old Man Hawkeye*, which was a prequel to *Old Man Logan*. It was about Hawkeye on a quest for vengeance in an apocalyptic wasteland, and that was my first big hit. I wrote *Silver Surfer* Annual #1 in 2018, which paired me with editor Thomas Groneman, who was also the assistant editor for the *Star Wars* line, and he brought me into the fold. My first *Star Wars* story was a ten-page Mace Windu story ("The Weapon" in *Age of Republic* Special #1). That paired me with artist Paolo Villanelli, who became my creative soulmate on *Bounty Hunters*.

"GREEDO, OF ALL BEINGS, IS THE ONE RESPONSIBLE FOR ME BREAKING INTO COMICS."

How satisfying was that collaboration?

We had a great time. Something I'd learned from Charles Soule after reading an early version of his script for what became *War of the Bounty Hunters*, was that he would write a direction like, "Here's an action beat, and this is what I need to happen. Have fun!" Charles could teach a masterclass on how to write a script. He was tapping into the ▶

01 *Bounty Hunters* #18 cover art by Giuseppe Camuncoli.

02 *Age of Republic* Special #1 cover art by Rod Reis.

03 *Star Wars* comic writer Ethan Sacks.

"STAR WARS IS SUCH A UNIQUE EXERCISE IN WORLD BUILDING—MAYBE THE BEST THAT'S EVER BEEN DONE."

04 *Bounty Hunters* #1, published by Marvel Comics on March 11, 2020. Cover art by Lee Bermejo.

artist, the visual expert, to choreograph the action scenes. From then on, I started doing the same thing, which got Paulo very excited.

I would also Skype Paulo regularly to let him know where I was thinking of going with the story. When he told me Darth Vader was his favorite character, I spoke with Greg Pak and Mark Paniccia (*Star Wars* line editor) and we gave Vader several appearances in the book. You can tell Paulo loves him, he draws this kinetic version of Vader, so letting him thrive in the action scenes, having longer discussions, and sounding him out meant it was more collaborative than you often have the chance to be in this kind of comic-book process.

After Paulo left the project, artist Lan Medina came in for issues 35 and 36, and Davide Tinto took over until the penultimate issue. To have written 42 issues of characters that you love has been an honor, and we went out with a bang. Issue 42 is a huge bombastic adventure, so much so that I needed two artists. We have Jethro Morales, and Paulo Villanelli returned for the final issue. It tied up storylines we've been telling since 2020, and it's my favorite.

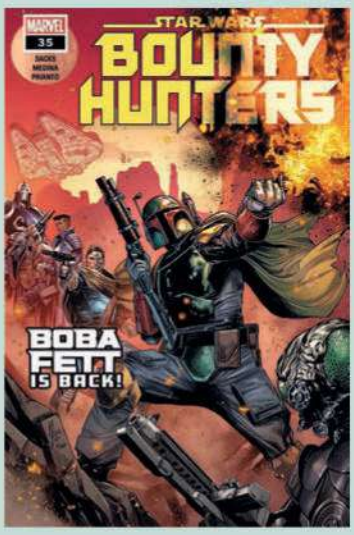
How did the concept for *Bounty Hunters* come about?

I'd done a couple of other miniseries for the *Star Wars* line, including *Galaxy's Edge* which was tied to the Disney themed land, and then *Star Wars: Allegiance*. Mark Paniccia liked

05 *Galaxy's Edge* #1 cover art by Rod Reis.

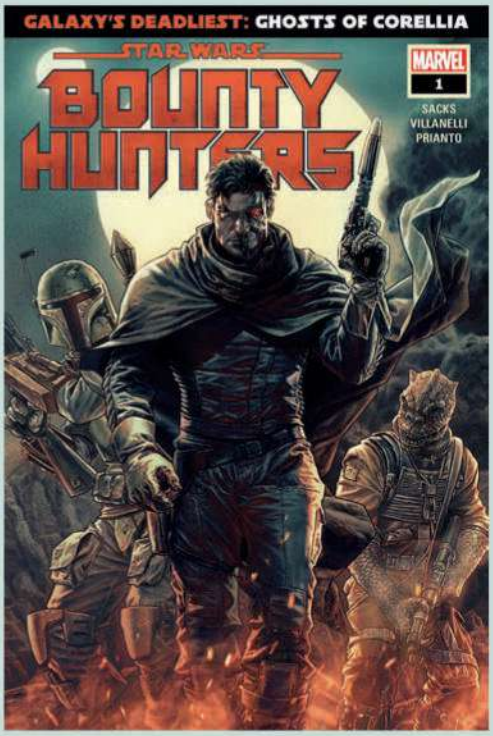
06 *Bounty Hunters* #35 cover art by Marco Checchetto.

05



06

04



what I was doing and told me about four core books that would be set during the period right after *The Empire Strikes Back*. There was going to be a main book featuring the lead characters except Han Solo, who was obviously otherwise indisposed; Darth Vader; Doctor Aphra; and a bounty hunters title. Beilert Valance—Valance the bounty hunter from the original Marvel *Star Wars* run—had just been reintroduced, and because he was a fan favorite, they were really excited to do something with him as a point-of-view character.

The original idea was to have Valance be more like a Punisher-type character, an action badass, but I saw him as more of a veteran with PTSD. Here's this guy who's physically and emotionally shattered by the war, who rebuilds himself physically but is still a work-in-progress emotionally, so I wanted to make him more vulnerable. Physically he's such a kickass character, but I really wanted him to suffer emotionally during the course of the book.

They also wanted to use as many of the bounty hunters from *The Empire Strikes Back* as possible, while at the same time building an ensemble cast of new characters.

You gave Valance a detailed backstory that ties into the *Solo: A Star Wars Story* era. Were there limits to what you could do with more familiar characters?

The benefit of focusing on characters that were from the old comics, or ones that I created for

07

07 Beilert Valance, as drawn by artist Paolo Villanelli, who illustrated the first 34 issues of *Bounty Hunters*.

the series, rather than on the established heroes where you know most of their arcs, was that I could leave readers guessing. I could kill or completely dismember Valance, but obviously I couldn't do that to Boba Fett because he has to be around at least until *The Book of Boba Fett*! But I did enjoy the balance of having these recognizable characters that I'd had as action figures as a little kid, while also creating my own that hopefully a new generation of fans like just as well.

How do you combine your *Star Wars* storytelling with your sensibilities as a Marvel writer?

I'm always thinking of *Star Wars*. My internal north star is that these characters exist in a galaxy that's completely war torn, with rebels on one side and Imperials on the other, but you know that whoever wins the war, the bounty hunters' lives will remain largely unchanged. They're just trying to get by, and they're not part of this larger saga happening around them. There's a little bit of a Marvel element to that because they're flawed. They're neither pure good nor pure evil, just like the classic Marvel anti-heroes. I feel Valance is more Wolverine than Punisher, but at the same time *Star Wars* is such a unique exercise in world building—maybe the best that's ever been done, just because of its completeness and hold on so many generations.

The characters certainly like to butt heads. Bossk and Valance are always sniping and fighting, for example.

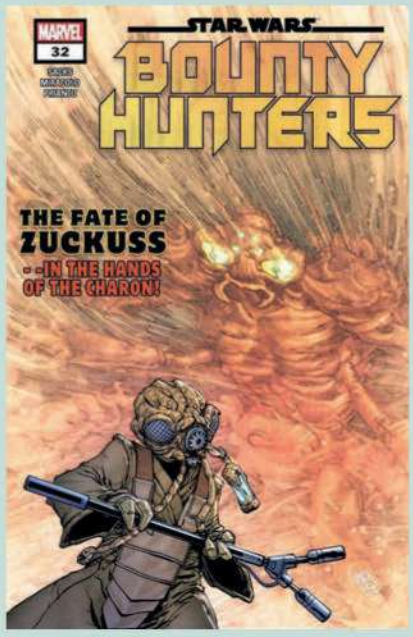
I patterned that on when the Avengers and the X-Men get together—they're all good guys but there's always a misunderstanding and there's always a fight. It seemed natural to me that there would be ego and resentment, and Bossk is a character who probably doesn't handle resentment well. He got his butt kicked by Valance back in issue three, and he believes he could take Valance down, whereas Valance just wants to be left alone, so it's an interesting dynamic to play with.

Also, while a lot of these characters are well-known and have existed for more ▶

08 Lee Bermejo's cover art for issue #3 of *Bounty Hunters*.

08

09



10

09 *Bounty Hunters* #32 cover art by Giuseppe Camuncoli

10 Variant cover art for *Bounty Hunters* #1 by Michael Golden.

than forty years, they're not as fully defined as other characters from live action. I could tell a story about Zuckuss' home planet; and since that lore didn't exist, I got to create that little thumbprint. That's a gift for me, as a nerdy kid, to know that I'm having a small role in forging the mythos further.

Did you have any temptation to bring in other characters from that era of Marvel *Star Wars*?

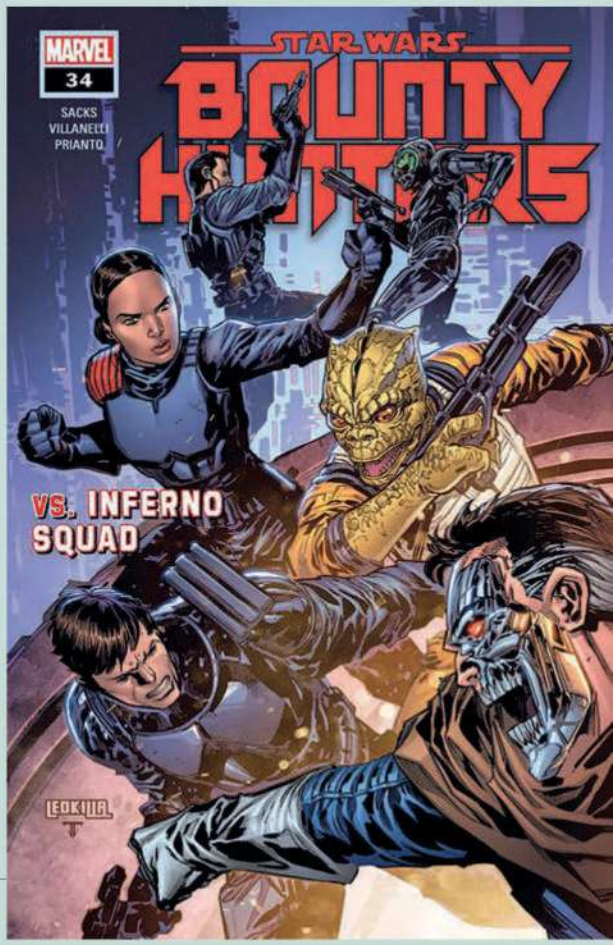
I'm constantly putting in Easter eggs, but not necessarily from the comics. I brought in Dengar's girlfriend, Manaroo, from "Payback: The Tale of Dengar" in *Tales of the Bounty Hunters*, and I brought in Inferno Squad from the videogame *Star Wars*: Battlefront II, so I'm always thinking of things I want to include. It grounds the story as part of a larger galaxy. I do admit that the original comic-book run is a little dated, four decades on, as is the original Valance. He was a tragic villain, and as a kid I remember he was a bit of a jerk because he was just so anti-droid. Now he's grouchier when it comes to droids rather than homicidal. He hated droids because he hated himself, and I didn't gravitate towards that. I wanted him to be trying to improve himself and find his way. To me that was more noble and interesting and exciting than simply rehashing. I don't want to reboot or retell stories that were already told.

"WHEN WE STARTED, WE HOPED WE'D MAKE IT TO TWELVE ISSUES."

How closely did you work with your fellow *Star Wars* writers to ensure plot threads overlapped to make a unified story?

It all started with the editorial leadership from Mark Paniccia. Mark and the other editors led a weekly Zoom call with all the writers including Charles Soule, Greg Pak, Alyssa Wong, and Marc Guggenheim. That was the most fun I had all

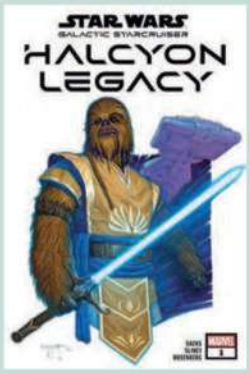
11



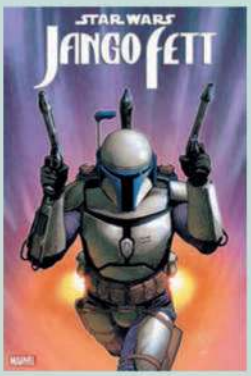
11 Inferno Squad, from the 2017 *Star Wars* videogame Battlefield II, took on the bounty hunters in issue 34. Cover art by Ken Lashley.

12

13



14



15

week. Charles was the leader of several of these crossovers, and he was very big on making sure everybody had something meaty to chew on. That's one of the reasons why the crossovers worked so well. We were working together every week and trading emails.

It has been such a unique privilege to be a part of, because I've been telling stories that are literally part of the same story as *A New Hope*, about characters who intersect with those heroes, and occasionally I get to write about them too. It's been an amazing experience.

With *Bounty Hunters* now coming to an end after three years, what have you learned from the experience.

When we started, we hoped we'd make it to twelve issues. In my naivete, I dropped certain breadcrumbs that I hoped we would get to pay off, so I feel lucky that it was successful enough to still be going years later, to the stage that I could tie up the loose ends I kept leaving. It could have gone the other way and ended abruptly. I'm very grateful that readers liked the story enough to keep it going.

I also had a lot more freedom than most. Greg probably has the hardest job, as there are very strict guardrails on what you can and can't do with Darth Vader. He's not a character who's going to stand around and deliver a monologue, so it's hard to come up with new storylines and get inside the helmet, and I think Greg does it fantastically. Charles is writing for characters that have had hundreds of stories written about them, but still finds new ways of telling fresh ones, and Alyssa is doing such a great job with *Doctor Aphra*. She might be the coolest original *Star Wars* comic-book character. I'm happy to be Ringo in that supergroup.

My next project is *Star Wars: Jango Fett*, which is out in March 2024. It's a mini-series with artist Luke Ross and it's going to be amazing. There's a little bit of mystery and intrigue, a lot of western, and I can't wait for everyone to see it.

ETHAN SACKS' *STAR WARS* STORIES

"The Weapon"
Age of Republic Special #1
Marvel Comics, 2019

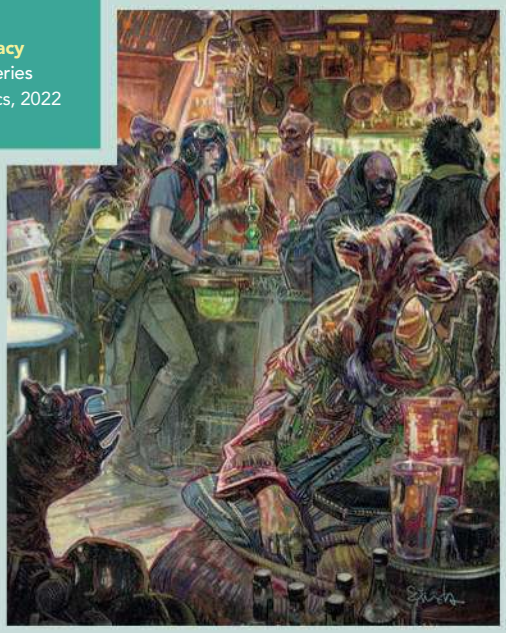
Galaxy's Edge
5-issue miniseries
Marvel Comics, 2019

Allegiance
4-issue miniseries
Marvel Comics, 2019

"Two Sides to Every Sortie"
Empire Ascendant #1
Marvel Comics, 2019

Bounty Hunters
42-issue series
Marvel Comics, 2020-2024

Halcyon Legacy
2-issue miniseries
Marvel Comics, 2022



16

12 Giuseppe Camuncoli's cover art for *Bounty Hunters* #31.

13 *Empire Ascendent* #1 cover art by Riccardo Federici.

14 *Halcyon Legacy* #1 cover art by E.M. Gist.

15 *Jabgo Fett* #1 cover art by Leinil Francis Yu.

16 *Galaxy's Edge* #4 cover art by Tommy Lee Edwards.

"HIT IT, MAX!"

Insider speaks to several of the performers of the biggest musical number in _Star Wars_ history: Simon J. Williamson, Tim Rose, Michele Gruska, Nelson Hall and TaMara Carlson Woodard.

WORDS: BRANDON WAINERDI

During early creative conversations for _Star Wars: Return of the Jedi_, a call went out to Industrial Light & Magic's burgeoning "Monster Shop" that the villainous Jabba the Hutt needed a house band made up of creatures who would perform a musical number to rival the infamous Figrin D'an and the Model Nodes' Mos Eisley Cantina tune.

On *Jedi*'s initial release, the Max Rebo Band was comprised of three brand new creatures: leader Max Rebo, a floppy, blue elephant-like keyboardist; Sy Snootles, a yellow, long-legged crooner; and horn player Droopy McCool. For the 1997 Special Edition of the movie, their original "Lapti Nek" song was replaced by the jazzier "Jedi Rocks," and the trio was expanded to a group of twelve musicians.

Forty years later, *Star Wars Insider* talked to some of the key creatives behind the band, finding out what it took to bring this outrageous, intergalactic rock group to life.

Making the band

The stateside Monster Shop was responsible for many of the grotesque aliens that would populate Jabba's palace and sail barge, including those who would eventually become the three bandmates. Max Rebo began life as "Red Ball Jett," a stunning blue maquette sculpted by the Shop's leader, Phil Tippett. The naming inspiration came from visual effects art director Joe Johnston, who saw the red balls on the base of the maquette and associated them with a famous 1960s shoe brand. The name stuck and, eventually, became the name of Max's organ (the "Red Ball Jett" keyboard).

Tippett also sculpted the initial maquette for the band's singer (also referred to as "Ms. Sy" or "Ms. Snooty"). As he remembered in an early interview, "There is a little band in the film made of stupid-looking monsters who play ridiculous instruments. I like the lead vocalist a lot. She looks like an egg on stilts, and she has these big, red lips that sing."

The idea for those big red lips came from the movie's executive producer. "When George saw the marionette dancer in the ▶

01 Simon J. Williamson portrayed Max Rebo in *Star Wars: Return of the Jedi*.

The Bandmates

Max Rebo
Ortolan band leader and keyboard player

Sy Snootles
Pa'lowick singer

Droopy McCool
Kitonik reed player

Joh Yowza*
Yuzzum lead singer

Barquin D'an*
Bith horn player

Doda Bodonawieedo*
Rodian horn player

Rappertunie*
Stage name of Shawda Ubb, growdi player

Ak-rev*
Weequay drummer

Umpass-stay*
Klatooinian drummer

Greeata*
Rodian dancer and back-up singer

Lyn Me*
Twi'lek dancer and back-up singer

Rystáll*
Half-Theelin dancer and back-up singer

*introduced in the Special Edition of *Return of the Jedi*

02

workshop, he said, 'Oh, she's got to have some Mick Jagger lips,'" revealed *Jedi* director, Richard Marquand at the time. "So now she has these amazing lips that are just incredible."

After this tweak, the long-legged design was then turned into a rod puppet and marionette, under the watchful eyes of technician Mike McCormick and, eventually, Tim Rose.

As Rose now recalls, "I got a call from Mike McCormick in California, who I had worked with on *The Dark Crystal* (1982). He had been working with Phil Tippet but now couldn't carry on doing the job, and he had built a character named 'Sy Snootles' as a classic marionette.

"The problem was the puppet was 5 feet tall and weighed over 60

03

pounds, so she toppled him off the testing scaffold and he fell and broke his arm. I took his place, both as an animatronics designer and a performer, when the time came."

The final addition to the crew was the pale and puffy Droopy McCool, expertly designed by the late Wesley Seeds, chief moldmaker on the film.

02 Rehearsals for the Special Edition of *Return of the Jedi.*

03 Phil Tippett painting the original Max Rebo costume.

Behind the Music

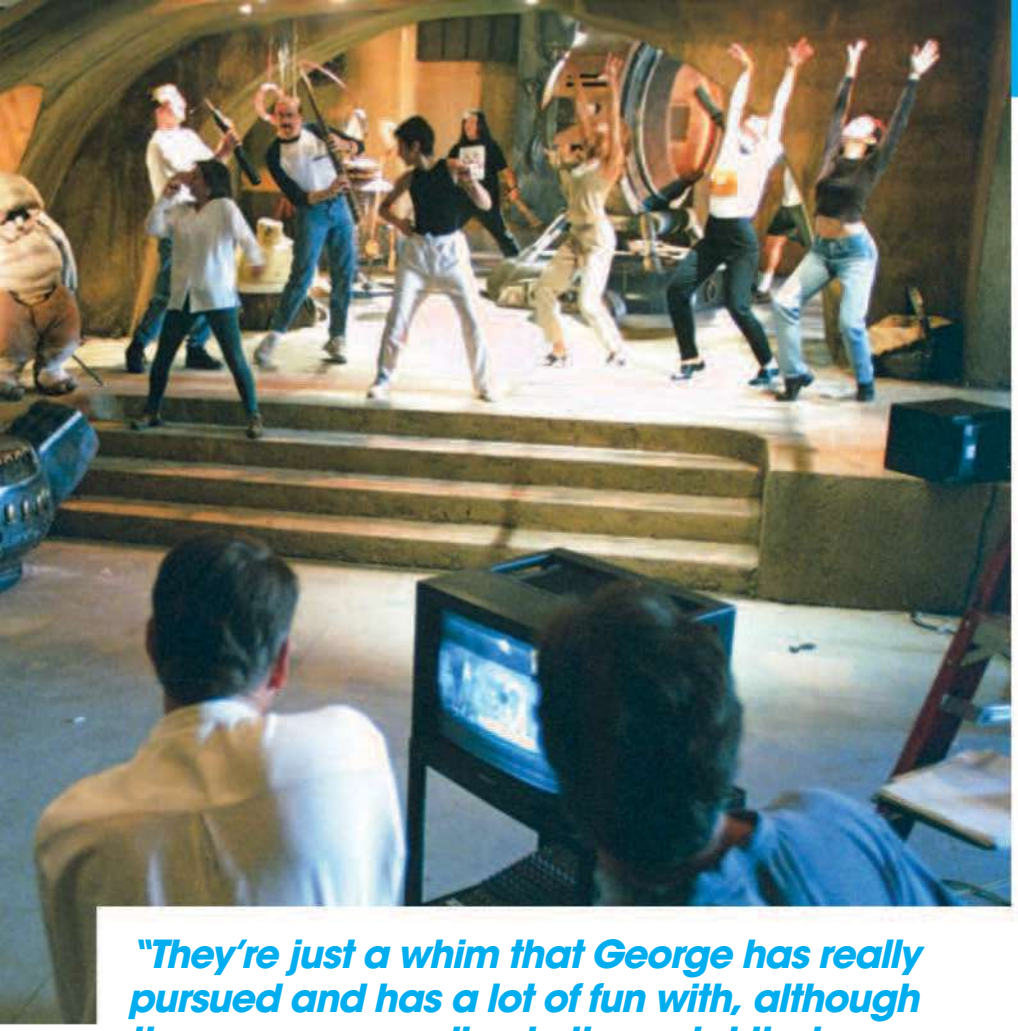
The band's lead single, "Lapti Nek," was created by the father-son team of John and Joseph Williams. The younger Williams, who would eventually become the lead singer of the band Toto, worked with his composer father on the melody for the galactic hit, the title of which translated from

Huttese to "Fancy Man." While the voice of Sy Snootles was eventually credited to Annie Arbogast, who was a technician at Skywalker Sound and an aspiring reggae singer, Sy's initial singing voice came from Michele Gruska, who can still be heard on the recorded version of the song.

"Joe Williams was holding auditions for a plethora of things and told me about this part. I went to 20th Century Fox and John Williams was there in the studio," says Gruska, "I sang a song that Joe had written the lyrics for in a language that didn't exist, and it

04

04 Sculpting Sy Snootles' head.



05

"They're just a whim that George has really pursued and has a lot of fun with, although they occupy one line in the script that says something like, 'And then the band started up.'"

Phil Tippett, *Classic Creatures: Return of the Jedi* (1983)

was really tough. I thought, 'Oh, my God, what did I get myself into?'

"I had the sheet music in front of me since I certainly wasn't going to memorize those lyrics. It was only two or three takes, and they told me I had the gig. Pretty soon after, I flew out to San Francisco and recorded it. I didn't see the character until I got to the studio, but it was truly magical, and I really put myself into her."

"A Keyboard Man Who *is* the Blues"

When it came to filming, Rose remembers, "I rebuilt Sy and made her what I later called a 'reverse string marionette', with her weight suspended from above on a bungie cord. I then placed myself under the floor with catcher's shin guards that were attached by rods to Sy's feet. Mike Quinn was on a scaffold, gripping a rod that held her weight but also controlled the pitch, her ability to look up and down.

"I also built a close-up, half body version of Sy," adds Rose. "She had a 'Spiny Norman' mechanism in her nose that allowed it to point in any direction, with a pair of ruby red lips at the end that I could control to do the mouth sync. I held her over my head and danced around underneath to keep her body in motion."

It was around this time that Max Rebo's performer, puppeteer Simon J. Williamson, was also brought onto the project. Williamson says, "Originally, I was given a character called '6-Eye' (later named 'Sic-Six'), who was a sluglike character with six red eyes and six arms; it was eventually cut from the production. So, then Phil Tippett took me to the creature room, which was up some stairs on the side of the studio and said, 'Oh, there's another puppet you can play that you might quite like.' And there, before me, was this bright blue vision of loveliness. And I thought, 'Yes, I *must* play him.'" ▶

06

05 Tim Rose operated Sy Snootles in *Return of the Jedi.*

06 Testing the unfinished Sy Snootles puppet.

07

07 The Max Rebo costume prior to being painted with his iconic blue hue.

08 "Rappertunie" was a new addition to the band for the Special Edition.

09 Droopy McCool, played by Deep Roy.

The process of bringing Max to life required some additional effort on set. As Williamson remembers, "I was basically inside Max. He was not a puppet; I wasn't operating his head with my hands. My head was somewhere sort of behind the trunk and my arms were in his legs. The top part of me was level with the bottom of Max himself, because he was sitting on a cushion, and the bottom half of me extended down below the set."

Droopy McCool was played by Kenyan-born Deep Roy, who had also worked on *The Empire Strikes Back*, performing in second unit wide shots of Yoda walking through the swamps of Dagobah.

Upon the release of the film, the trio was given their own special Kenner three-pack of action figures, featuring their equipment and a startling change. As Williamson says, "When all the toys came out, I was a little disappointed that they made Max a four-legged creature. I played him as a two-limbed musician, with him playing the keyboard with his feet, as the maquette and original plans show."

Getting the Band Back Together

More than ten years later, the Max Rebo Band was reunited, and this time their role would be expanded. During the production of the *Star Wars Trilogy: Special Edition*, many changes were made to the existing original films. Armed with new technologies and a fresh set of creatives, Lucas began the process of expanding the courtesans of Jabba's palace, completely retooling the original "Lapti Nek" sequence by getting jazz musician Jerry Hey to create a new song entitled "Jedi Rocks".

09

A new song meant new bandmates, and ILM was put to work on creating these new additions. ILM model maker Nelson Hall recalls, "When they were first conceiving it, Dave Carson (who had worked in the original Monster Shop for *Jedi*) was sort of directing the new sequences. He had Richard Miller re-sculpt one of Judy Elkins' original maquettes for the Yuzzum creatures, which was turned into Joh Yowza, one of the new lead singers for the Max Rebo Band. I was then given the opportunity to paint it, with Lisa Smith, another model maker, adding fur to it."

While Joh Yowza (and an updated version of Sy Snootles) was added to the sequence using computer generated effects, the rest of the sequence was filmed on the ILM main sound stage, with Hall taking his talents from painting creatures to becoming one.

Hall joined the band's horn section, donning a mask as Doda Bodonawieedo, a new Rodian horn player for the group. On the newly recreated set of Jabba's palace, Hall was joined by a variety of other

08

ILMers and performers, as well as members of the San Francisco Smuin Contemporary Ballet troupe, who portrayed new backup singers and dancers. It was now a full production number.

"It was a super-hot day and we were in these rubber suits," says Hall, "The dancers were all trained, but I had missed the rehearsal day, so I had to rehearse later with Don Bies (performer of another new band member, Barquin D'an) at one of our houses. It was very exciting, with George directing, and Rick McCallum and Dave Carson on set. I had never been able to work on the original trilogy, so this was my closest opportunity."

10

11

And the Band Played On

After *Jedi*, more of the band's story was told in the *Tales from Jabba's Palace* anthology book (as well as a previous *Insider* article called "Jabbapalooza" in Issue #67, celebrating the 20th anniversary of the film), both now deemed "Legends." They also briefly appeared, in animated form, in the *Star Wars: Droids* episode, "The Lost Prince," playing a gig in Doodnik's Café.

Sy was given an animated backstory in *The Clone Wars*, appearing as Ziro the Hutt's lover, eventually killing him on Jabba's orders. Further stories have suggested that Sy, Droopy, and Max escaped the destruction of Jabba's sail barge, with Rebo appearing, alive and well, in the post-*Jedi* series, *The Book of Boba Fett*.

Recreated by Legacy Effects (the team responsible for creatures such as Grogu), Max also managed to survive the fiery destruction of Garsa Fwip's Sanctuary in Mos Espa, so it remains possible that a band reunion could one day still be in the cards.

10 The expanded Max Rebo Band of the *Return opf the Jedi* Special Edition.

11 Sy Snootles in *The Clone Wars* animated series.

12 Max and Droopy in *Star Wars: Droids.*

13 Max Rebo returned in *The Book of Boba Fett.*

12

13

Max Rebo Lives

TaMara Carlson Woodard, who performed the role of Max Rebo in *The Book of Boba Fett*, reveals how she approached playing the musical legend.

"Every Disney+ show I've worked on has been an amazing experience, and playing Max Rebo was no exception!" says Woodard. "He is such a unique character, and getting to bring him to life from the inside was really fun!"

The new Max Rebo costume built for *The Book of Boba Fett* was much the same as the one Simon J. Williamson wore for *Return of the Jedi*—an all-encompassing suit that cut the performer off from the outside world. Was this a problem for Woodard?

"Usually as a puppeteer, I can adjust movements based on what I'm seeing on the monitors," she says. "When I was performing as Max, I just had to give it my all, and trust that my performance was what the directors wanted to see!

"His unique design makes him a bit tricky to move in. He is very squat and, with his nose and flippers hugging his body so closely, he's locked into a certain way of moving. I tried to incorporate as much finger movement as I could. I threw in a few finger twirls too, just like in the original."

Director Robert Rodriquez composed a song for the scene, which Woodard played on loop in her car for three weeks prior to filming. "It was the only song I allowed myself to listen to," she laughs. "I played piano when I was younger but had to stop when I developed performance anxiety, so getting to perform as Max felt like a huge, full-circle healing moment for me."

STAR WARS
YOUNG JEDI ADVENTURES
YOUNGLINGS IN TRAINING

The first *Star Wars* animated series aimed at preschoolers, *Young Jedi Adventures* is an engaging introduction to the galaxy for younglings new to its thrilling possibilities.

***Insider* talks to Josh Rimes, Lucasfilm's vice president of animation development and production, and executive producer and showrunner, Michael Olson, about the creation of the series, along with episode writers Christian Streaty, Katie Kaniewski, and Cavan Scott.**

WORDS: MARK NEWBOLD & CHRISTOPHER COOPER

Welcome, Younglings

"Finding a natural entry point into the *Star Wars* galaxy that a very young audience could call their own is something we'd been thinking about for some time," says Josh Rimes, explaining the rationale behind the Disney+ and Disney Junior animated series *Star Wars: Young Jedi Adventures*. "Our goal was to make *Star Wars* specifically for the youngest fans as well as would-be fans. One of the first elements we looked to for inspiration was the Jedi Training Academy that used to be in the Disney parks, and how kids really flourished in that Jedi fantasy; putting on a robe, picking up a lightsaber, facing off against the bad guys and learning the values of what it means to be a Jedi."

It just so happened that *The High Republic* publishing initiative was launching as Rimes and his team were collaborating with Disney Junior on the concept, and the era seemed a perfect fit for the new show. "It's a bright, colorful, optimistic time, and a period when the Jedi were at their height. We thought the setting would allow us to really lean into reestablishing Jedi values for this very young audience. And there were bad guys too, the Nihil, who were pirates and marauders," adds Rimes. "It meant we could frame the show in a way that we didn't have to deal with a scary galaxy under the thumb of an evil Empire, so it worked out really well for us."

With the period and setting for the series established, it was time to solidify the premise, and what kind of stories Lucasfilm wanted to tell.

"We also went back to the original movies and thought about what it means for a kid to take their first step into a larger world," explains Rimes. "Taking inspiration from Obi-Wan Kenobi's teachings to Luke Skywalker, the creative team set out to craft stories that communicate ideas like making good choices, being selfless, and being a good friend. These are core values of *Star Wars*."

To develop the concept into exciting scripts and animation, Rimes brought in Michael Olson (*Puppy Dog Pals*) to serve as showrunner and executive producer, and Elliot M. Bour (*Elena of Avalor*) as supervising director and co-producer.

"It was a process of finding folks with a strong point of view who also understood the storytelling values of *Star Wars*," says Rimes. "Michael exudes a youthful enthusiasm we just knew was perfect for the show. He's a passionate *Star Wars* fan and father of three young kids; through his body of work, he really understands the youngest audiences. Putting Michael together with Elliot M. Bour, whose work goes back to classic Disney animation and current shows like *Elena of Avalor*, was magical." ▸

01

01 Nubs, voiced by Dee Bradley Baker in *Young Jedi Adventures*.

"I'D REALLY WANTED TO MAKE A PRESCHOOL *STAR WARS* SHOW EVER SINCE DISNEY ACQUIRED LUCASFILM."
MICHAEL OLSON, EXECUTIVE PRODUCER

The High Republic

For Michael Olson, contributing to a *Star Wars* project aimed securely at youngsters had been a long-held ambition, and he worked hard to secure the role of showrunner. "I poured my heart and soul into the pitch," he says. "I'd really wanted to make a preschool *Star Wars* show ever since Disney acquired Lucasfilm, and when I got the call, it was a dream come true. We've been working on the show since 2019, and it has been amazing."

Realizing the High Republic era on screen for the first time proved to be both a privilege and a challenge for Olson and the production team. "The show was always meant to be an introduction to *Star Wars* for little kids, to be an easy entry point for youngsters and for whom it might be their first exposure to the era, so we wanted to make sure the series felt like a standalone within the broader framework of *The High Republic*," says Olson of their approach. "We incorporated some visual elements from the books and comics too, such as clothing, ships, and droids, and we were able to include cameos for the third and fourth batch of episodes. We get to see Bell Zettifar and Chancellor Lina Soh, and lightsabers being raised for 'Light and Life.' That was such a classic moment from Charles Soule's novel *Light of the Jedi* and the first issue of the Marvel comic; it was a visual that I was keen to make sure we got into the show."

02 The younglings raise their lightsabers to Light and Life.

03 Kai alongside his hero Bell Zettifar (Marcus Scribner).

For some members of the cast, the series was their introduction to the decades-old saga itself. "Juliet Donenfeld, who plays Lys Solay, hadn't seen the original trilogy until after she started working on our show," reveals Olson. "She saw all the thematic connections between the original trilogy, the prequels, and our show and it blew her mind, she was so excited. I just hope other kids get to have that same experience. I got to see the delight on her face as she started putting the pieces together, and really appreciated *Star Wars* in a new way."

"The series was specifically crafted so there's no barrier to entry," Rimes explains. "It's not heavily serialized, although our characters do remember lessons and so they learn and grow. There are friends and foes that pop up that our kids know, and some of those villains might grow and change

"THESE ARE VERY MUCH ADVENTURES OF THE WEEK THAT ANYONE CAN JUMP INTO."
JOSH RIMES, VICE PRESIDENT OF ANIMATION DEVELOPMENT AND PRODUCTION, LUCASFILM

04 Kai Brightstar, voiced by both Jamaal Avery Jr. and JeCobi Swain.

along the way, but these are very much adventures of the week that anyone can jump into."

"The challenge that we had is that The High Republic is filled with a lot of tragedy, things that maybe aren't necessarily appropriate for kids; but *Young Jedi Adventures* is where we're able to tell lighter stories." Olson continues. "I don't think it would be *Star Wars* without getting a grasp of the harder things in life, like the dark side, but we wanted to make sure everyone was entertained. The challenge for us was to find an age-appropriate way to show this to young kids. So, we had to find a way to explore those characters and locations while also making sure that our show feels suitable for the whole family. There are some episodes that tackle emotional themes that will resonate with the older kids and even adults, but we definitely don't want to ignore the younger end of our audience. I've relished it. I think it's given us some unique opportunities."

Did Olson expect to reach such a wide demographic of viewers?

"That was definitely a hope of mine," he says. "It was my intent to have adults, parents, and caretakers be able to sit down with the kids and enjoy the show with them, and it's really nice to see people online commenting about the show. Fans who are starting to discover *Young Jedi Adventures* and realizing that it's a little bit more than just your average preschool kids show. That there's something in it for them as well.

"In order to honor the *Star Wars* legacy, we wanted to have some sort of arc for the characters, and it was the plan from day one that the show revolved around Taborr and Kai, and how their relationship evolved over the course of the episodes and hopefully through additional seasons. We have plenty more stories to tell," confirms Olson. "I have a lot of exciting ideas for what might come in the future." ▶

05 Lys Solay, voiced by Juliet Donenfeld, with the mardorsh Diggles.

06 Starlight Beacon.

07 Nash Durango, voiced by Emma Berman.

05

07

06

THE YOUNG JEDI

Josh Rimes reveals how the four lead characters of *Young Jedi Adventures* were devised.

"Kai is a very special character," says Rimes. "We wanted our version of Luke or Anakin Skywalker, a kid who could make mistakes or make the wrong choice. That's such an important part of the show, that it's okay to stumble and get back up. It's okay to make the wrong choice. Finding that point-of-view character was something we focused on right away, and putting together the team around him was also very important.

"We have different personality types. Kai Brightstar is ambitious and a real go-getter, and Lys Solay has an amazing mind and is incredibly patient, which is a good balance for Kai, slowing him down when he needs to take a beat to think about something."Nash Durango is our mechanic and pilot. We talked at length about having a point-of-view character who knows nothing about the Jedi or their values, because a lot of our audience may have never seen *Star Wars* before. We have Nash say things like 'the little green guy,' because she doesn't know who Yoda is and doesn't understand what it means to be a Jedi. She's such great comic relief with her little droid RJ-83.

"And then there's our breakout star Nubs, our Pooba Jedi youngling. He was just so adorable from the start and a testament to the artists who created his look, the animators, and Dee Bradley Baker's voice work. Nubs is also adorably cute in his own way. He's not overly saccharine or overly scary. I think we hit the bullseye with Nubs—a cute little furball who's a good friend. That's why he's captured the hearts of audiences. Some fans even created #NubsNation to share their love for Nubs."

WRITING YOUNG JEDI ADVENTURES
INSIDER SPOKE TO SEVERAL OF THE WRITERS OF THE SERIES ABOUT THEIR INPUT ON THE SHOW AND THEIR FAVORITE CHARACTERS.
08

CHRISTIAN STREATY

Christian Streaty, who wrote three episodes of *Young Jedi Adventures*, started working at Lucasfilm in 2019 as a production assistant casting for animated shows. "Fortunately, I had a great support system that knew I wanted to write," Streaty reveals. "I worked my way up to coordinator, then script coordinator, and then writer, which has given me a wide perspective of everything that goes on in animation. It's a huge collaborative effort, so if I'm ever stuck, I know I have a million people to lean on.

"I grew up in the prequel era, and then with shows like *Star Wars: The Clone Wars*, so being able to contribute back to the galaxy I grew up with—and see kids latch on to characters that I've written for—has been really cool."

Favorite Character: Kai Brightstar

"As a character, Kai is so pure and has the best intentions, even if he's a little too over eager sometimes. He's someone you really can't help but root for. I see a lot of my younger brother in him."

08 Nubs has become the breakout star of *Young Jedi Adventures*.

09 RJ-83, voiced by Jonathan Lipow, and Nash.

10 Taborr Val Dorn, voiced by Trey Murphy.

KATIE KANIEWSKI

Katie Kaniewski found her path to *Young Jedi Adventures* in part due to the restrictions of the COVID pandemic. "During lockdown I wrote freelance animated scripts and had meetings via video chats." She tells *Insider*. "I still remember trying very, very hard to act professional while I was internally freaking out about the prospect of working on a *Star Wars* project. When I got the job offer, I nearly fell out of my chair."

Kaniewski drew inspiration from her own life for her episodes. "One of the great joys has been to mine my own experiences and to put them into the show. For example, in 'Clash' [the second part of Episode 16], Kai is at a loss after Djovi bests him in a duel. He grapples with the reality that just because he wasn't the best at something one time doesn't mean he's suddenly bad at that thing, or unworthy in some way. I had the same problem as a kid: if I wasn't automatically great at a new activity I instantly wanted to give up because I thought I was 'bad' at it."

Favorite Characters: Nash and Taborr

"Nash is very close to my heart, and the one I would have connected with most as a kid. She's as spunky and brave as I still hope to be. But my favorite character to write for is Taborr. I love pirate stories, so when I found out our main villain was this pirate kid with a chip on his shoulder, I knew he'd be my favorite.

THE YOUNG JEDI

Michael Olson pays tribute to the cast of *Star Wars: Young Jedi Adventures*.

"Jamaal Avery Jr's performance as Kai is stunning," Olson says. "From the very first episode, he has brought so much heart to our favorite youngling." In the latest episodes out this month, Kai will also be voiced by JeCobi Swain. "Both he and Jamaal did an incredible job bringing the character to life, making him very relateable for fans," Olson continues. "Juliet Donenfeld is incredible as Lys, and Emma Berman is hilarious—she continues to find new ways to make Nash Durango so funny. What we get to do with Taborr is really fun. Trey Murphy has stepped up to make his character something really special.

"And of course, Dee Bradley Baker is the best, he's a legend. Any chance to get him to be a part of the show and add some Nubs we take it, so we'll get to see lots more of Nubs dancing and being silly."

11 Master Zia Zaldor Zanna, voiced by Nasim Pedrad, with Master Yoda, voiced by Piotr Michael.

12 Master Loden training the younglings.

13 Lys, Nubs, and Kai find themselves in trouble again.

14 Kai faces off against the pirate Taborr.

CAVAN SCOTT

One of the architects of *The High Republic*, Cavan Scott had written numerous audio dramas before he embraced the opportunity to write for *Young Jedi Adventures*.

"Michael Olson asked if I'd like to pitch several springboards for potential episodes, and I replied with a question of my own: Could at least a few of them feature established High Republic characters?" Scott recollects. "The answer was an emphatic 'yes,' so I got to work and submitted ten ideas, about half of which included various THR characters from the books and comics. I was over the moon when they went with Loden Greatstorm, Bell Zettifar, and Zettifar's charhound, Ember."

Favorite Character: Kai Brightstar

"When I first saw the description of Kai Brightstar, I just knew he had to meet Loden and Bell," says Scott. "Kai is a youngling who cannot wait to be a Padawan, and here he has a chance to meet not only one of the greatest Jedi of the era but the personification of everything he wants to be."

BECOME AN INSIDER &
SAVE OVER 30%!

YOUR EXCLUSIVE **SUBSCRIBER COVER**

Your #1 source for EVERYTHING *Star Wars*!

- **SAVE $20!** 6 issues just $39.99 Newsstand price: ~~$59.94~~
- **EXCLUSIVE** subscriber cover!
- **FREE** home delivery! – never miss an issue!

U.S.	Canada	U.K.	Europe	Rest of the World
$39.99	$54.99	from £29.99	£47.99	$59.99

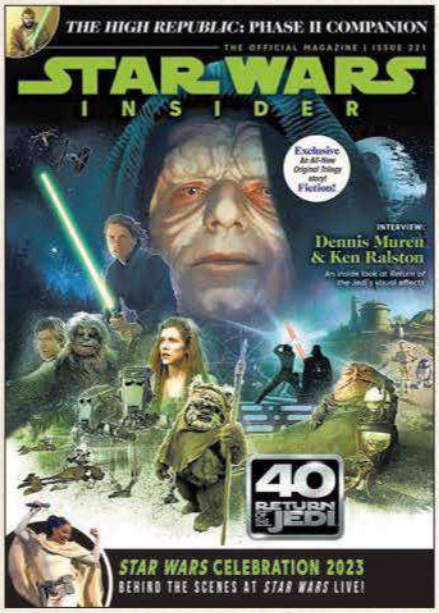
GET THE BEST PRICE – SUBSCRIBE TODAY!

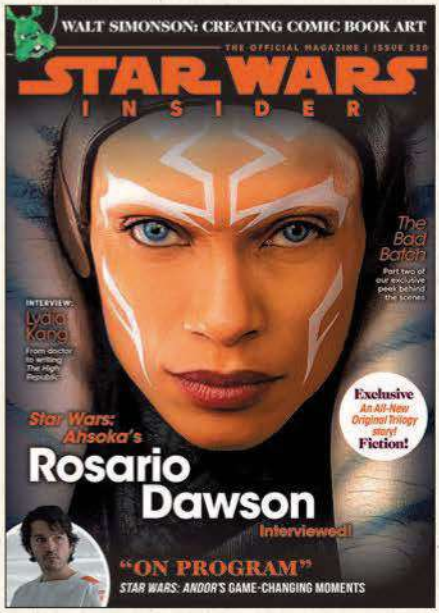
TITAN-COMICS.COM/INSIDER

U.S. ☎ 1 800 261 6502 or 847 559 7339 • Canada & ROW ☎ 847 559 7339 • U.K. & Europe ☎ +44 (0)1778 392085

EXPLORE THE *STAR WARS INSIDER* ARCHIVES

Check out these *Star Wars Insider* back issues...


THE HIGH REPUBLIC: PHASE II COMPANION
STAR WARS INSIDER
Exclusive An All-New Original Trilogy story! Fiction!
INTERVIEW: Dennis Muren & Ken Ralston
40 RETURN OF THE JEDI
STAR WARS CELEBRATION 2023
BEHIND THE SCENES AT STAR WARS LIVE!



GIANCARLO ESPOSITO: EXCLUSIVE INTERVIEW!
STAR WARS INSIDER
Exclusive Star Wars: The High Republic Fiction!
INTERVIEWS: John Knoll
Star Wars: Timelines
Yub Nub!
RETURN OF THE JEDI
Celebrating the 40th anniversary of the original trilogy's final chapter
RISE OF THE REBELLION
ANDOR SEASON ONE COMPANION

STAR WARS INSIDER
Exclusive Star Wars Fiction!
Mandalorian Mayhem
Insider's Top Ten Battles From The Mandalorian!
ATTACK OF THE CLONES

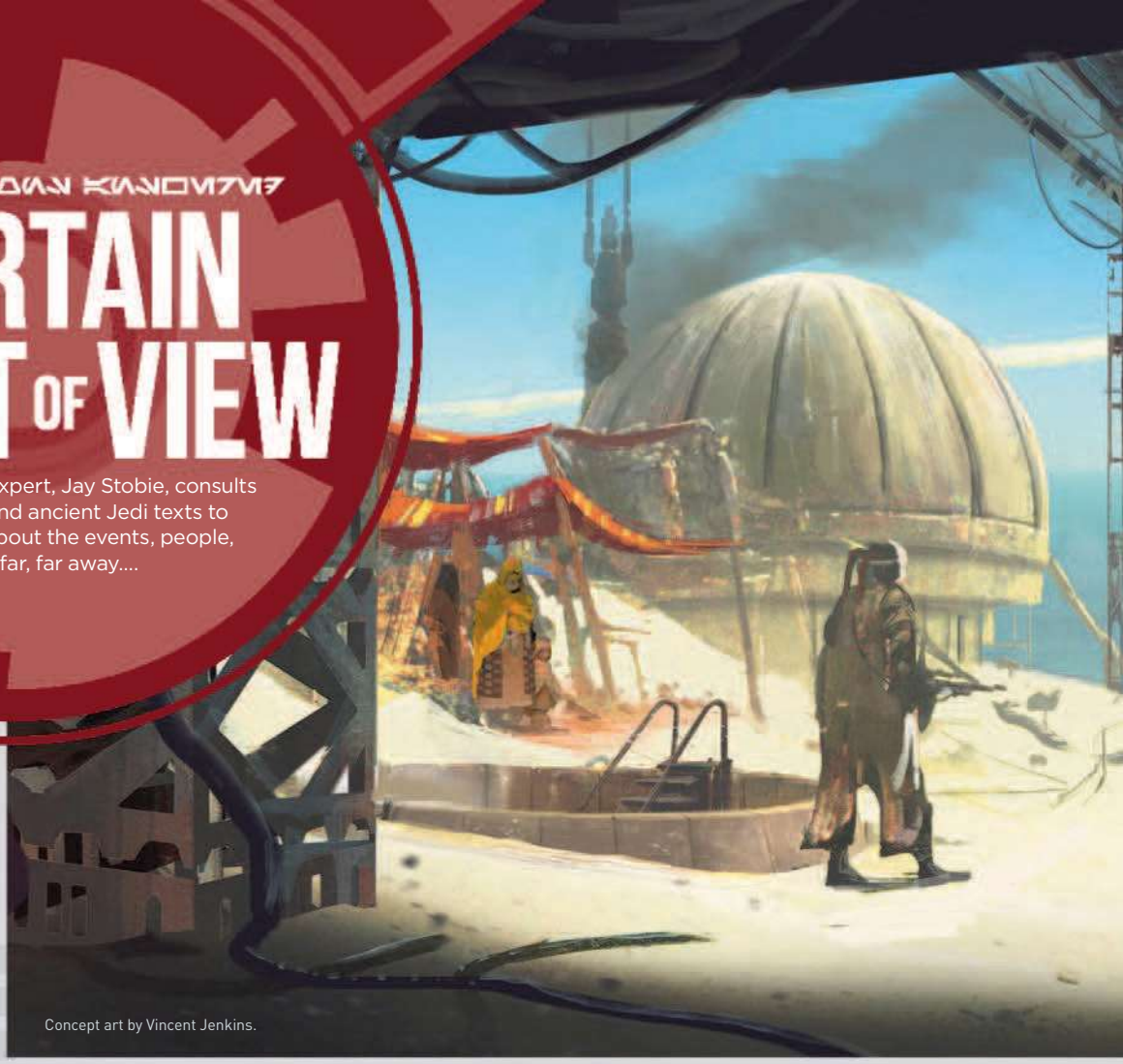
TO TRAIN OR NOT TO TRAIN: BECOMING A JEDI!
STAR WARS INSIDER
Exclusive Star Wars: The High Republic Fiction!
"Hello There"
Silas Carson
The Toymaker
The Way of the Jedi
Decoding Darth Vader
ON SET WITH THE JAWAS!

Complete your collection, buy a gift, pick up a rare cover!

FIND THESE ISSUES AND MANY, MANY MORE AT
TITAN-COMICS.COM/INSIDER

A CERTAIN POINT OF VIEW

Our resident *Star Wars* expert, Jay Stobie, consults his library of holocrons and ancient Jedi texts to answer your questions about the events, people, and places of the galaxy far, far away....



Concept art by Vincent Jenkins.

"Despite her rebel connections, Enfys Nest concealed herself behind a helmet and armor, almost like a stormtrooper. Was there any special significance to what Enfys wore?"
Donald Jones, Delaware, USA

The stark, white armor of Imperial stormtroopers was the perfect embodiment of the authoritarian regime that the highly trained soldiers served, and it became associated with ruthless and violent subjugation on every planet in the Galactic Empire. The Emperor's faceless minions wrought destruction and sorrow across the entire galaxy, and their implacable masks were key to maintinain an element of fear.

However, Enfys Nest's helmet and attire carried both a different meaning and served an important purpose that set her apart from stormtroopers.

Culture and family played a pivotal role in the story of Enfys Nest's helmet, as such headgear was typically passed down from mother to daughter. Enfys inherited the helmet, as well as leadership of the Cloud-Riders, upon her mother's death. The young woman clearly felt a strong attachment to it, as she personalized the object by writing a poetic stanza upon it, which read, "Until we reach the last edge, the last opening, the last star, and can go no higher." Additionally, the reverse

Headdress Heritage

Queen Apailana

Elected to become Queen of Naboo toward the end of the Clone Wars, young Queen Apailana performed the solemn duty of attending Padmé Amidala's funeral. Having received Amidala's support during her campaign, Apailana wore a traditional feather-crested Shiraya fan headdress during the procession as a tribute to her predecessor.

Logray

While many Ewoks donned leathery brown hoods, Bright Tree Village's tribal shaman and medicine man displayed his status by keeping a Churi skull atop his head. Additionally, Logray's staff of power revealed the fact that he used to be a warrior, and it was adorned with trophies and the remnants of old enemies.

Tusken Chief

As with other Tuskens, the chief who eventually welcomed Boba Fett as a member of his tribe wore a distinctive mask that was synonymous with his people. The signature Tusken gear provided much-needed protection from Tatooine's harsh desert environment, as well as the twin suns which blazed upon the barren sands.

eclipse emblem above the visor represented a shining spotlight through eclipsing darkness, yet another nod to Enfys Nest's position as a freedom fighter.

Steeped in tradition, the helmet also came in handy for practical uses, such as protecting Enfys in battle, and it concealed transmission antennae that enabled her to communicate with her comrades. The rest of her ensemble was equally kitted out with hidden tech, which included the gauntlet shields worn on her forearms that had the ability to fan out and deflect blaster bolts. Incidentally, those gauntlets were made of

The Armorer

An adherent to the ancient Mandalorian belief system known as the Way, the Armorer refused to remove her helmet and guided other Children of the Watch who wished to follow the same tradition. The Armorer employed a forge to mold and shape rare beskar metal into helmets and armor for the Mandalorians in her covert.

Babu Frik

Whether working for the Spice Runners of Kijimi or High Magistrate Karga on Nevarro, Anzellans were notorious for their skills as droidsmiths. While it might not be cultural attire in the strictest sense, Babu Frik's welding mask was a common accessory among his people and reflected their species' technological expertise.

Mandalorian beskar! Nest's handmade electroripper staff had a blade lined with a glowing energy ribbon that could incapacitate an opponent rather than kill them, thus demonstrating its design was intended for defense.

Hidden Identity

Enfys Nest's gear was both symbolic and practical, but there was another reason her band concealed themselves behind helmets and armor. As part of a burgeoning rebellion set on toppling an overbearing Empire, they did everything possible to prevent their enemies from learning their true identities. With her helmet, a cape and bantha fur that obscured her physical form, and a built-in vocoder distorting her voice, Enfys Nest gave herself an advantage. Neither Crimson Dawn nor the Empire knew Nest's name, age, gender, or species, thus making the skilled warrior even more elusive.

On Savareen, we learned that Enfys Nest's true goals involved protecting the innocent and bringing freedom to the galaxy. Yet we must remember that she was not the only person dedicated to justice who donned a helmet. Some individuals, such as Din Djarin, Fennec Shand, and Zorii Bliss, were all people with questionable pasts who eventually made positive contributions to society. The list grows exponentially when you factor in Bo-Katan Kryze working with the Jedi, Sabine Wren standing against the Empire, and the Bad Batch doing good deeds after Order 66.

On a lighter note, many of the saga's most recognizable heroes were not above hiding their faces, especially when they needed to go undercover. Obi-Wan Kenobi disguised himself as the bounty hunter Rako Hardeen; Han Solo stole a Kessel guard's uniform; Luke Skywalker and Solo pretended to be stormtroopers on the Death Star; Lando Calrissian infiltrated Jabba's palace as a skiff guard; and Leia Organa wore Boushh's gear to rescue her future husband. So, while Enfys Nest maintained a culturally relevant style unique to herself, she was not the only force for good who took advantage of the benefits supplied by a helmet and armor.

MEANINGFUL MASKS

22 BSW4:
Clone troopers, wearing their distinctive white helmets with T-shaped visors, first saw action on Geonosis, fighting alongside Jedi Masters Mace Windu and Yoda.

22 BSW4:
Upon Jango Fett's death, Boba Fett inherited his father's helmet and armor. Jango's son, an unaltered clone, did not claim to be a Mandalorian, but the suit held a special meaning for him.

10 BSW4:
As Tobias Beckett's gang attempted a coaxium raid on Vandor, Enfys Nest and her Cloud-Riders intervened in an effort to steal the hyperfuel for themselves. The Cloud-Riders' masked appearances and aggressive tactics gave credence to the rumor that they were lawless marauders.

9 BSW4:
When Din Djarin first encountered Bo-Katan Kryze on the moon of Trask, the bounty hunter felt that Kryze and the Nite Owls betrayed the Creed by casually taking their helmets off.

9 ASW4:
Din Djarin and his allies boarded Moff Gideon's light cruiser to rescue Grogu from Imperial imprisonment. Djarin willingly removed his helmet for a second time (having previously been forced to do so on Morak) to say goodbye to Grogu as he left to train as a Jedi, an act which made the bounty hunter an apostate in the eyes of the Armorer and her Mandalorian covert.

The Cloud-Riders

Enfys Nest's Cloud-Riders took a cue from their leader and donned helmets to hide their true identities. Weazel, formerly employed by the Hutts on Tatooine, wore an ensemble very similar to Nest's that incorporated a rangefinder from the planet Kalevala in the Mandalore system.

Benthic "Two Tubes," eggmate of Edrio, wore headgear alongside his breathing tubes while following Enfys, though he later abandoned the helmet during his time serving in Saw Gerrera's partisan group. Other unique garb-wearing gang members included Chussido of Rodia and Waydurk of Mimban.

WHAT DO YOU NEED TO KNOW?

Send your in-galaxy queries to starwarsinsider@titanemail.com with the subject header, "A Certain Point of View."

STAR WARS INSIDER
THE OFFICIAL MAGAZINE

WHEREVER YOU ARE...

MAKING STAR WARS: YOUNG JEDI ADVENTURES!
THE OFFICIAL MAGAZINE | ISSUE 224
STAR WARS INSIDER
WHO'S THE BOSS?
The Star Wars galaxy's top ten power brokers
HIT IT, MAX!
THE PERFORMERS BEHIND MAX REBO'S MUSICAL
Jake Lunt Davies
WHO'S THE BOSS?
The Star Wars galaxy's top ten power brokers
HIT IT, MAX!
THE PERFORMERS BEHIND MAX REBO'S MUSICAL MENAGERIE

www.pktmags.com/swi224

Whatever your device, there's an edition for you.
Search '*Star Wars Insider*' on these platforms.

Download on the App Store · nook · amazonkindle · zinio · pocketmags.com

© & TM 2024 Lucasfilm Ltd.

COUNTING ON CASSIAN

The evolving attachment of *Star Wars* fandom

"I have always found joy in the films, books, games, and more," say Mark Edwards, a fan of the saga since childhood. "However, it wasn't until I became a member of the Rebel Legion, cosplaying as Cassian Andor, that my love for *Star Wars* began to evolve into something more."

Mark, who had encouragement from fellow cosplayers to build his Andor costume, was inspired by the rebellious character when he first appeared in *Rogue One: A Star Wars Story*. "The power of positive representation in media is something that I didn't fully comprehend until Diego Luna's fantastic portrayal of Rebel Alliance hero Cassian Andor. Suddenly I felt seen within the *Star Wars* galaxy," Mark explains. The Cassian cosplayer has since

INSIDER NEEDS YOU!

We want to hear from you! Tell us about your *Star Wars* experience. What made you want to become a fan? What have you done in the name of *Star Wars*? Tell us your *Star Wars* story by sending your photos, art, and letters here:

starwarsinsider@titanemail.com

Or via regular post:

UNITED STATES
***Star Wars Worldwide*, *Star Wars Insider*, Titan Magazines, 2819 Rosehall Lane, Aurora, IL, 60503, U.S.A.**

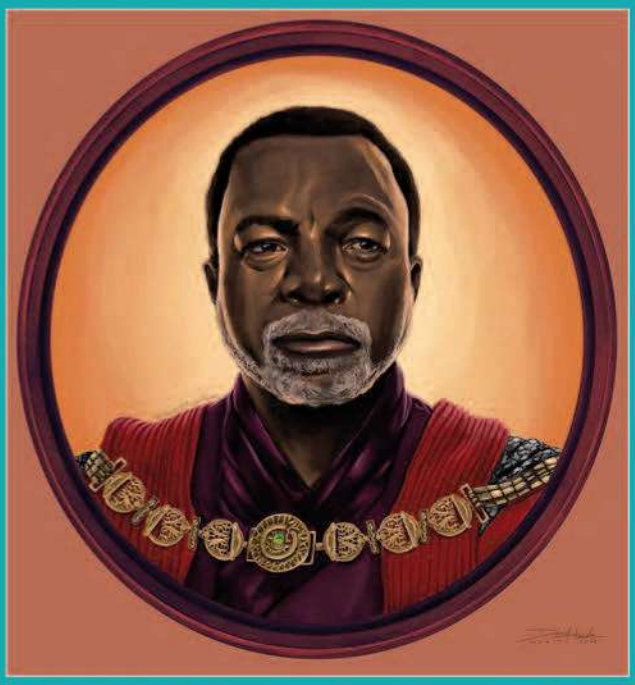
UNITED KINGDOM
***Star Wars Worldwide*, *Star Wars Insider*, 144 Southwark Street, London, SE1 0UP, U.K.**

participated in character at numerous fundraisers. "I have entertained crowds at various events where we get to use our love for *Star Wars* to raise money for various charity organizations in our local communities."

Attending the red-carpet premiere of *Star Wars: The Rise of Skywalker* in Hollywood was just one of many exciting opportunities Mark has enjoyed through his charitable activities. "I had the honor of inducting actor Carl Weathers, who plays Greef Karga in *The Mandalorian*, as an Honorary Member of the Rebel Legion," says Mark. "I have also met some amazingly creative and talented cosplayers and prop makers, and made friends who have become like family to me. All of this has happened while being able to cosplay as a character whose portrayal represents me, a Latino, in a positive way among arguably the most popular media franchise on the planet. It's safe to say that *Star Wars*, and Cassian Andor, has changed my life. I only hope that my cosplay can help to inspire others in the way this character, and this positive representation, have inspired me," shares Mark. "After all, rebellions are built on Hope..."

ARTISTS' ALLEY

Talented *Star Wars* fans share their amazing drawings inspired by the galaxy far, far away....



01 "THE HIGH MAGISTRATE" BY DANIEL HEADEN

"I have been a fan of *Star Wars* for as long as I can remember, and figures like Ralph McQuarrie and Doug Chiang have inspired me to pursue art as a profession," explains Daniel Headen. "As an African-American artist, I enjoy illustrating pieces that are reflective of me, so spotlighting the High Magistrate, Greef Karga, was a no-brainer."

02 "LEIAS" AND "DARTH AND EMPEROR" BY STEVEN LEGGE

Steven Legge was inspired to create his Leia artwork after enjoying Vivien Lyra Blair's performance in the role in the *Obi-Wan Kenobi* series. "I felt like it might be a good visual idea to place her among different ages of Leia portrayed by Carrie Fisher." Legge also envisioned Leia's father Anakin in his Darth Vader armor with Emperor Palpatine watching over him.

BOUNTY HUNTERS

Scouring the galaxy for the stars of *Star Wars*...

KOTOBUKIYA

Meet the stars, show the evidence, win the bounty! Bounty Hunters is sponsored by Kotobukiya. Each issue's winner will receive a fantastic Kotobukiya *Star Wars* statue kit! To see more, visit www.facebook.com/kotobukiyaofficial.

AHMED BEST:

Bombad Jedi

Aaron Cohen poses with Ahmed Best, who portrayed Jar Jar Binks in the prequel trilogy and Kelleran Beq in *The Mandalorian*.

For Aaron Cohen, dreams became reality when he had the chance to meet Ahmed Best, known for playing Jar Jar Binks in the prequel trilogy and Kelleran Beq in *The Mandalorian*.

"We did a photo op, and I got to chat with Ahmed for a few minutes when I got the photo signed by him later on," describes Aaron. "He was so warm and gracious, and very happy to meet and interact with his fans."

The moment was particularly special for Aaron, who has always appreciated Best's Gungan character. "I've been a Jar Jar Binks fan since he first appeared onscreen in *The Phantom Menace*, and my appreciation for Mr. Best has only grown as he's taken on other characters within the *Star Wars* galaxy," says Aaron. "Meeting Ahmed Best was definitely a great experience!"

"I LOVE YOU," "I KNOW."

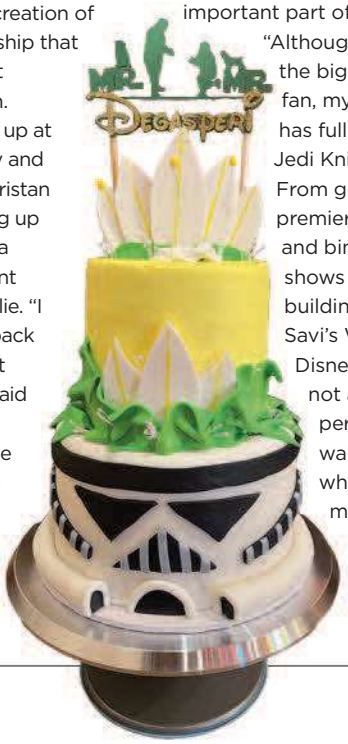
A magical proposal on a trip to Batuu

For Charlie Degasperi and Tristan Jackson, a trip to Galaxy's Edge at Walt Disney World Resort in Orlando, Florida became the first day of the rest of their lives.

"I got to pilot the *Millennium Falcon* on the Smuggler's Run attraction and throw her into hyperspace. That was one of my dreams as a kid," beams Charlie. Meanwhile, Tristan was busily preparing the proposal of a lifetime.

Having primed a photographer and other guests at the park what was about to take place with the help of their friend Flo, Tristan sprang his special surprise right beside the life-sized recreation of the famous smuggling ship that takes pride of place just outside Smuggler's Run.

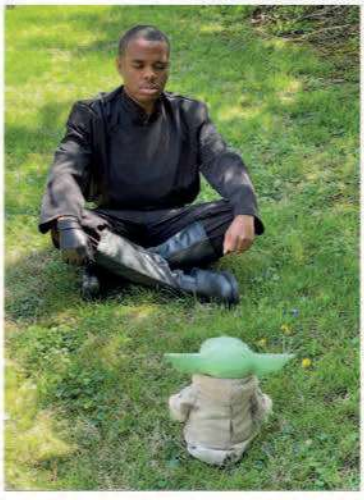
"I remember looking up at the *Falcon* in all its glory and when I turned around, Tristan was on one knee holding up a glowing box that had a Mandalorian engagement ring inside," recalls Charlie. "I took a couple of steps back to process what had just happened, and when I said 'Yes,' and he rose to put the ring on my finger, the crowds that surrounded us began cheering with thunderous applause. It truly was our 'I love you, I know' moment."



As with the Force, balance is an important part of any marriage. "Although he may not be the biggest *Star Wars* fan, my now-husband has fully embraced the Jedi Knight that I am. From going to movie premieres, to staying up and binge watching the shows on Disney+, to building lightsabers at Savi's Workshop at Disney World. I could not ask for a better person to have walked into my life when I needed him most and now to spend the remainder of my life with."

THE GUISE OF SKYWALKER

Relating to Luke through family and friendship



"*Star Wars* brings people together throughout the world, whether you express your fandom by watching the movies, cosplaying, or making a podcast about your favorite character," says DeShawn, who has recently cosplayed as Luke Skywalker training Grogu as seen in *The Book of Boba Fett*. "There's always an opportunity to connect with other fans and make new friends."

Along with the ships, blasters, lightsabers, and stories that fuel his imagination, DeShawn feels a particular connection to Luke Skywalker, as he empathizes with the concepts of determination and love that are at the heart of the character. "That's why he's my favorite," says the cosplayer, who identifies strongly with the Jedi. "Luke isn't good because it is his 'duty,' or because he 'wants' to be. It's just natural for him. Luke is all about love and empathy, and I try to share that through my love for my friends and family."

DeShawn perceives love and support from family and friends as a distinctive tie to Luke, who relied on Leia, Han Solo, Chewbacca, and others during his Jedi journey. "I personally want to thank all my friends and family who have supported me through everything. I like to think they're my inspiration, because they know that when I start something new, I intend to finish it," says DeShawn. "They keep me going through love and support, even though I can be a handful, but no matter what they will always love me and know I will support them as well be there for them. Thank you to all my family and friends, every single one of them is the real deal, and I'll love them always and forever."

TK-101

HINTS, TIPS, AND IDEAS FOR CRAFTING YOUR OWN *STAR WARS* GALAXY

ALL-TERRAIN ARMORED TABLETOPS

TK-101 dives into the world of tabletop gaming to build battle-ready galactic terrain for epic *Star Wars* miniature campaigns.

WORDS: CHRISTOPHER COOPER

They may be played with miniature figures and landscapes, but *Star Wars* tabletop roleplaying games are a big deal—as TK-101 discovered at *Star Wars* Celebration Europe 2023, where an entire area was dedicated to the hobby.

In games as varied as *Star Wars* Armada, X-Wing, Legion, and Shatterpoint, players can engage in vast space conflicts, recreate famous land battles from the movies, or create their own skirmishes, but the hobby also offers the chance to get creative with worldbuilding—literally—and that's where TK-101 comes in.

Miniature figures are huge part of games like Legion and Shatterpoint, and painting them is an art in itself, but TK-101 is more interested in the environments we can make for those tiny *Star Wars* characters to fight in. The possibilities are endless—we've seen countless planets in the saga, from the graceful beauty of Alderaan to the mines of Kessel, to the grotty underbelly of Coruscant. But while every world has its own visual identity, there are certain architectural features that scream "*Star Wars*" from the screen, wherever the action takes place: think metal doors with ridged doorframes, domes, greeblies, random pipes, vaporators, and dirt. Lots of dirt. This means you can craft generic buildings for your battles that won't look out of place whatever the location, and other pieces of terrain that capture that essential *Star Wars* vibe.

With the average miniature figure standing at about 1.7 inches tall, TK-101's main priority was scale. Taking a lesson from Industrial Light & Magic's modelmakers, we made a couple of foamcore figures at just the right size and set about sketching out some ideas for the essential terrain pieces we would need, based upon familiar *Star Wars* locales.

Learning the actual rules of the game is something we'll just have to worry about later.

Building Buildings

In tabletop gaming, buildings add an extra level of variety and fun to gameplay, with interiors and multiple levels making battles more challenging.

Light-weight and easy to cut, foamcore card is a good material to create the form of a building, but carboard and even product packaging (as TK-101 used in our building) are also great sources for interesting shapes.

For scale, use a standard miniature to determine the height of a door, and work from there. A mixture of PVA glue and sand will give walls a gritty texture, while applying repeated panels cut from thin card give a building an Imperial look, and can also make the kind of doors that wouldn;t look out of place on Nevarro.

Be sure to plan your construction to include interior spaces to enhance gameplay. Remember to ensure your greeblies are appropriately scaled.

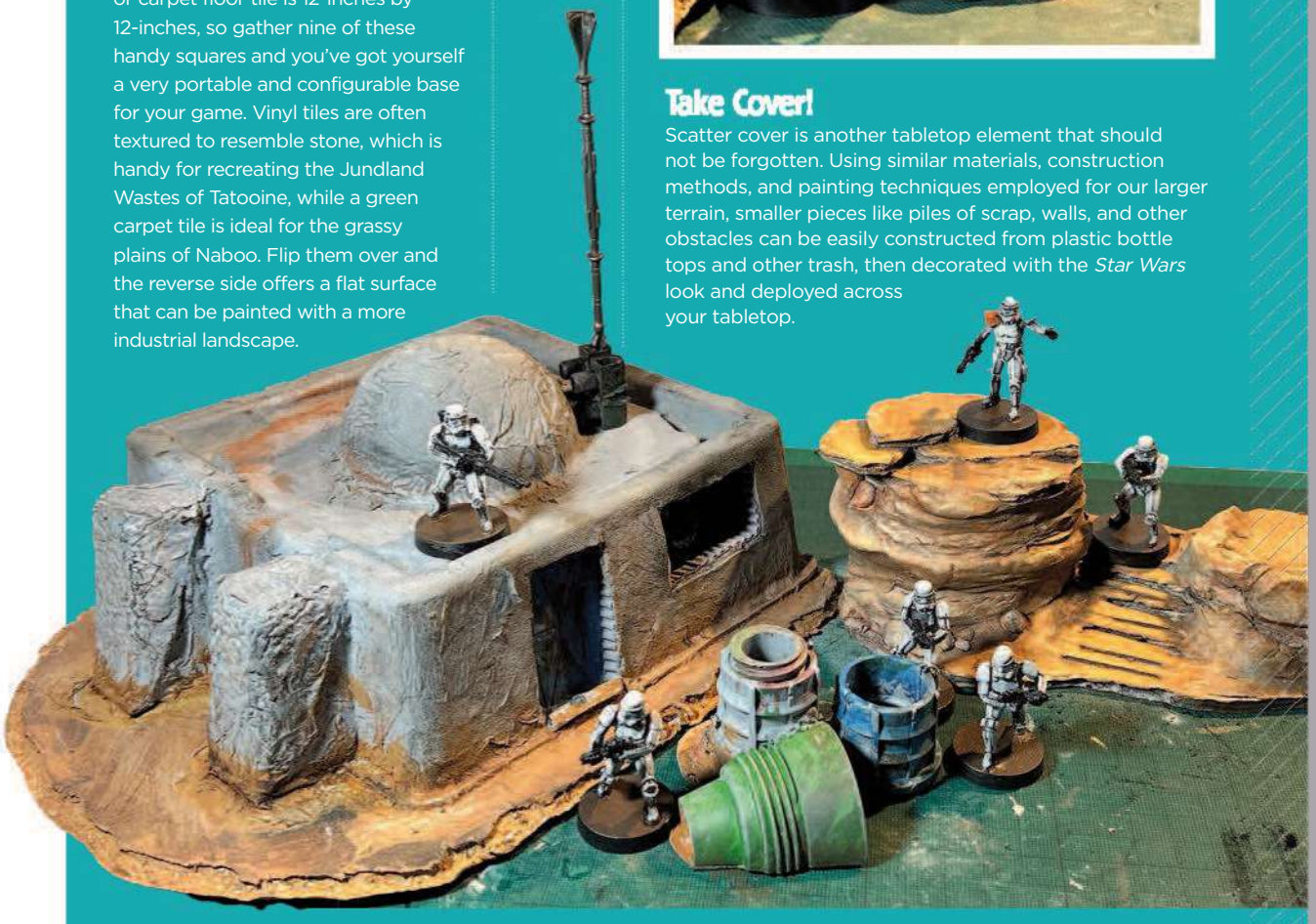
The Battlefield

The area of engagement in tabletop gaming is one of the fundamental parameters of the hobby. A game of *Star Wars*: Shatterpoint, for example, takes place on a 36-inch by 36-inch tabletop—a great size for a coffee table, but tough to fit into a backpack if you're traveling to a pal's house to play.

Conveniently, a standard vinyl or carpet floor tile is 12-inches by 12-inches, so gather nine of these handy squares and you've got yourself a very portable and configurable base for your game. Vinyl tiles are often textured to resemble stone, which is handy for recreating the Jundland Wastes of Tatooine, while a green carpet tile is ideal for the grassy plains of Naboo. Flip them over and the reverse side offers a flat surface that can be painted with a more industrial landscape.

Take Cover!

Scatter cover is another tabletop element that should not be forgotten. Using similar materials, construction methods, and painting techniques employed for our larger terrain, smaller pieces like piles of scrap, walls, and other obstacles can be easily constructed from plastic bottle tops and other trash, then decorated with the *Star Wars* look and deployed across your tabletop.



Capture the High Ground

Jawas and Tusken Raiders like nothing more than to hang out in rocky escarpments, and such outcrops are a lot of fun in tabletop gaming too, offering hiding places, general cover, and vantage points that can be rearranged for every game. Rocky landscapes are also very easy to make (you can even use real rocks if you like!).

Create a base from a piece of foamcore card in a suitable size and shape, add height and levels with further, smaller layers of foamcore cut into interesting, rocky forms, and cover with air-drying clay or ready-mixed plaster with added sand. Use a sculpting tool to blend the clay and add detail. Glue on small stones and grit for realism, then paint. A dark paint wash will bring out detail in the cracks and crevices, and dry brushing with a lighter color will bring out highlights. Soft artists pastels can also be used for the same purpose. Grass and flocking from a hobby shop will help bring your terrain to life.

The *Star Wars* Archive

The behind-the-scenes story of a galaxy far, far away....

01

THE PHANTOM MAQUETTES

The high-octane thrills of the *Star Wars: The Phantom Menace* podrace didn't leave audiences with much time to get to know the daring pilots at the controls of each vehicle, but it was clear that they were creatures of a kind not seen before in the *Star Wars* galaxy.

The concept behind the unique look of each pilot was that their species had evolved a specific advantage that made them ideally suited to a career as a podracer. A feature common to many was their aerodynamic, almost bird-like head shapes, suited to moving at speed. The design process for the podracers involved the creation of maquettes—small, highly detailed sculptures that interpreted concept art into three dimensional form—which served the dual purposes of seeing how a design would work on camera, and as reference for the digital versions that would pilot the CGI vehicles in the movie.

01 A physical maquette of podracer Ratts Tyerell, photographed outside for real-world lighting reference.

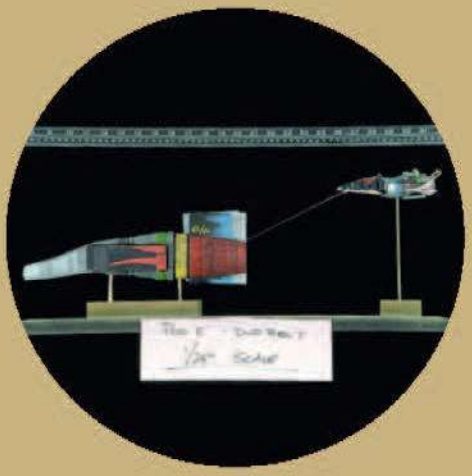
02 Wan Sandage maquette.

03 Boles Roor maquette.

04 Aldar Beedo maquete.

05 Mars Guo maquete.

07



08

09

06 The Dud Bolt puppet, built by Danny Wagner, was used for close-up shots of the character seen briefly during *The Phantom Menace* podrace.

07 Costume concept sketch by Jay Shuster showing how Dud Bolt's headgear would be applied to the puppet podracer.

08 The puppet without its leather armor and goggles.

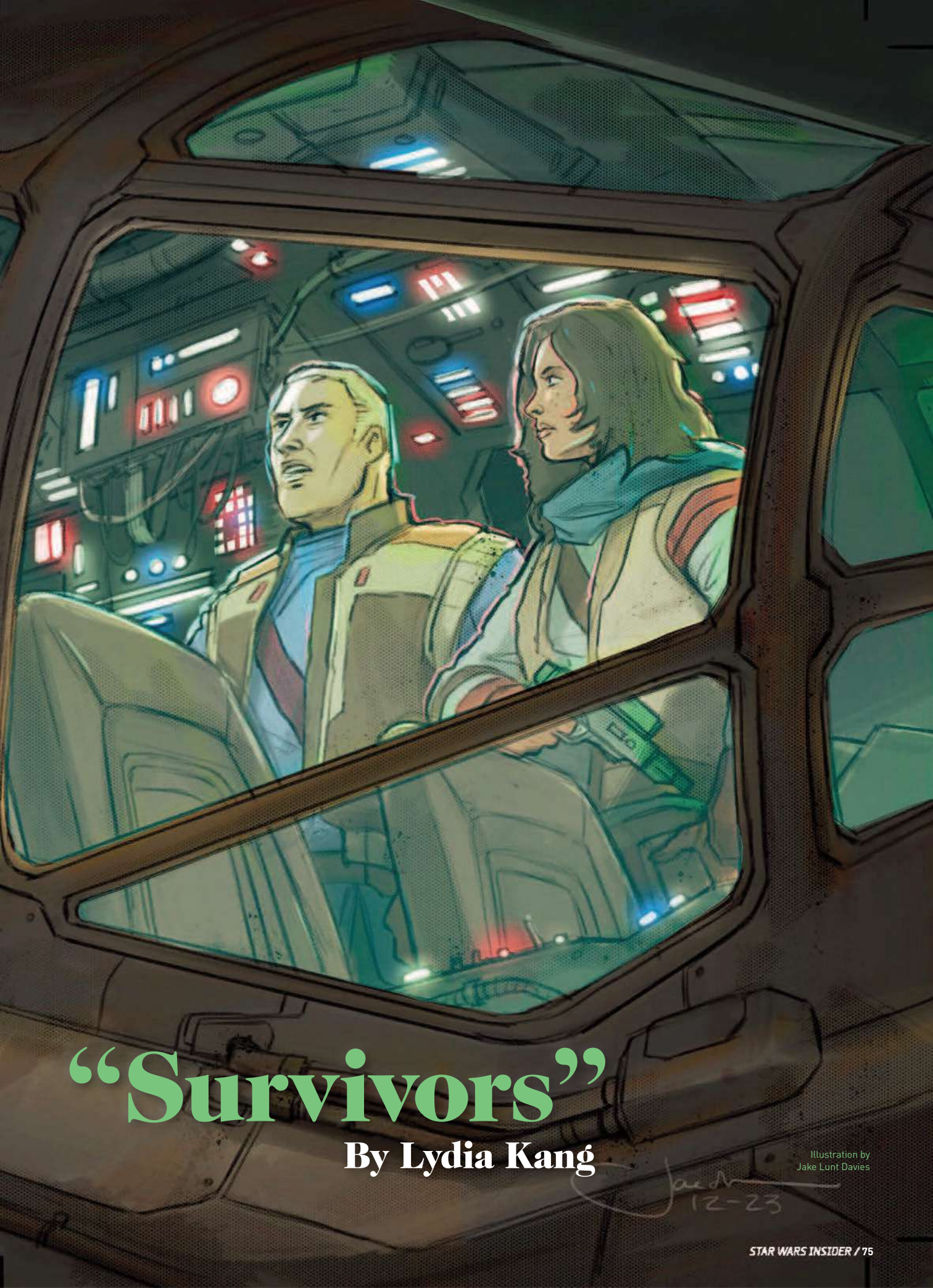
09 A physical maquette of Dud Bolt, based on a design by Terryl Whitlatch.

NUTS AND BOLTS

Dud Bolt (named on several pieces of concept art as "Bozzie Barada") was one of two puppet pilots made for *The Phantom Menace*, with the remaining podraces all being realized digitally.

The character's podracer—a Vulptereen 327—was constructed full-size for scenes shot in Tunisia and at Leavesden Studios in London, based on concept art by Jay Shuster (see below) and a miniature reference maquette built at 1/24th scale (above).

TALES FROM THE OCCLUSION ZONE



“Survivors”

By Lydia Kang

Illustration by
Jake Lunt Davies

"Drop your weapons," said the Nihil with the horned helmet in a female voice. "Don't make me repeat myself."

Previously, in a galaxy far, far away....

Trapped within the Occlusion Zone, Joss and Pikka Adren have discovered a seemingly abandoned Nihil ship, littered with corpses and the spoils of war. But not all aboard are dead...

Click, click. That odd sound continued to echo from the silver protocol droid's chest. Right now, it felt as loud as a gong in the cramped cockpit.

"Drop your weapons," said the Nihil with the horned helmet in a female voice. Scuffed armor covered her torso, with chain mail protecting her legs. "Don't make me repeat myself."

The other Nihil was taller and slimmer, wearing a helmet with three eye holes and wide ear covers, as if made for a Gran. This one seemed far less confident than the other Nihil, and kept looking towards their companion, as if questioning whether her commands were appropriate.

"I would strongly recommend you follow her orders," the silver protocol droid stated, dryly. *Click, click.* "She hasn't eaten today and she's quite cranky."

"Shut up, Six-En," the female Nihil snapped.

The taller Nihil cocked their head, motioning with their blaster towards a faded area on Pikka's upper arm, right where her Republic Defense Corps patch used to be. She and Joss had removed them weeks ago, as a precautionary measure in case they were ever captured. RDC prisoners would be valuable to the Nihil, in the worst possible way.

"What's that?" asked the tall one. They had a soft-spoken male voice that lacked the hard edge of their companion.

"Aren't you a little young for a Nihil?" Pikka said, raising an eyebrow.

"Enough. Identify yourself," the female interrupted, her blaster still aimed at Joss.

The Adrens said nothing.

"Very well. If you won't do as you're told…" She turned her blaster towards Pikka.

Joss's heart raced, but Pikka raised a single finger, a sign to Joss that things were about to go sideways—on her terms.

"Drop your…"

Pikka dropped to one knee, firing her blaster simultaneously. The bolt struck the female Nihil's weapon, sending it spinning out of her hand, and she staggered backwards into the cockpit wall. The taller Nihil seemed confused, and Joss stepped forward, striking the marauder's blaster hand to one side and punching him hard in the faceplate. The Nihil fell to the ground, moaning and clutching at his Gran-like helmet. Joss kicked his blaster safely into the shadows.

"Awww, flark! That really hurt!" he whined. "What's the point of a helmet if it doesn't protect you?"

"Who are you?" The female asked, nursing her stinging hand.

"We'll be asking the questions now," Joss said as he yanked the taller Nihil to his feet. In doing so, a piece of flimsy armor pulled away from the man's shoulder. The pauldron clattered to the floor. On the gray fabric of his upper arm were loose threads in a familiar rectangular pattern, just like the emblem they had carefully removed from their own uniforms.

"You're RDC?" Pikka asked.

The tall Nihil shrugged and pulled off their helmet, revealing the face of a human male, so young that he appeared to be barely out of his teenage years. "We are," he said.

"Elping!" The female Nihil snapped in frustration at her companion.

"What?" The young man protested. "They're the ones holding the blasters now! And, *you* just told them my name," he added. "Plus, I think they're RDC, too."

Pikka glanced at Joss, who tipped his head. Might as well show their hand now. And like the kid said, they had the blasters.

"Yeah. We're RDC," Joss admitted. "Captain Joss Adren."

"I'm Captain Pikka Adren," Pikka said. She relaxed her stance a little, but only a little. "Want to tell us who you are, and how you got here?"

The female Nihil pulled off her helmet, revealing a grim-faced Arkanian woman. She possessed the telltale white eyes of her species, and her snowy hair hung in waves around her neck, contrasting against amber skin. She tucked the Nihil helmet under an arm and stood to attention.

"Lieutenant Visma Tarko," she said, tilting her chin up. She was proud of her name, though it meant nothing to Joss. "This is Corporal Elping Tsoo."

The young man raised a hand, almost sheepishly. "Hi. Sorry about that blaster business." He slouched a bit, as if to make himself smaller next to his senior-ranking colleague. She glared at him, and he immediately straightened up and pulled his shoulders back.

Joss finally let his blaster fall to his side—but he didn't trust them, not by a long shot.

Trust had to be earned, even if they were fighting on the same side. "So. How did you find yourselves in the O.Z.? Are there more of you?"

Elping shook his head. "Just us. And Six-En," he said, gesturing to their protocol droid.

"See-Zerosixen. Protocol droid for the Tarkos family. I am temporarily at your service." Six-En tipped his head forward. "For as long as we are stuck in this death trap situation together."

Visma rolled her eyes, and Elping cringed.

"That's temporarily generous of you, Six-En," Pikka said dryly.

"You're quite welcome. Though I must mention I am far more likely to survive however long we spend together, being altogether far more useful to both sides of the conflict."

"Thank you, Six-En. That's quite enough," Visma snapped. The droid bowed graciously.

"He's why we're stuck here," Elping said. "Visma and…"

Visma cleared her throat, and Elping corrected himself. "I mean, Lieutenant Tarko and I had been assigned to a station near Yerbana. We were on a transport with Six-En when our shuttle was attacked by Nihil. We got out in an escape pod."

"We've been running ever since," Visma said. "Hiding out on one of Yerbana's moons. We stowed away on a ship that got recaptured, escaped again, hid again. We managed to steal a shuttle but were attacked and taken aboard this Nihil ship."

Pikka swiveled her head. The cockpit had the body of a fallen Nihil in the corner. It looked like the man died of a blaster shot to the gut.

"So, you've been in the O.Z. for how long?"

"Months," Elping said.

Joss noted that he had hollows under his eyes, and his Nihil disguise hung loosely on his thin frame.

"Sounds like you've had a hard time of it," Pikka said. Her eyes were sympathetic. Elping was just a kid yesterday, it seems. But Visma shrugged it off.

"Every Nihil we came across on this ship is dead. What happened?" Joss asked.

Visma crossed her arms in defiance. Elping rubbed his chin thoughtfully, his eyes looking elsewhere while nonchalantly pointing with his finger at Visma.

Pikka and Joss exchanged a quick glance. They were both very glad they weren't Nihil.

Whether they liked it or not, they were now a party of four. Five, if you included Six-En. Joss and Pikka's first priority was to find out more about this broken Nihil ship.

"How functional is the engine?" Pikka asked, as Visma casually stepped over a dead Nihil. She pulled off a metal panel to reveal a tangled jumble of wires.

"Barely," Visma said. "It works, but the Path drive is broken. We can't use any of the hyperlanes here."

Pikka's face, which held a hesitant optimism, drained of color. "You mean to say, we can't get past the Stormwall in this ship."

Elping nodded. "Whatever advantage we gained capturing this ship doesn't add up to much. But we do have this." He led them to a room off the cockpit that was lined with metal boxes fitted with wires, pointing to one that was oddly shaped. "This thing sends out some kinda signal that protects the ship against scav droid scanners. We're not sure how it works, but we've not had trouble from those mechanical rats since we got stuck here."

"Anything else?"

"Lots of war spoils, if you're into that sort of thing," Visma said. "The next step is going to be ditching these corpses and loading your supplies on here as soon as we can, so…"

"Whoa," Joss said, holding up his hands. "Who said we're moving off the *Aurie*?"

Visma threw him a look, and not a very nice one.

"That is Lieutenant Tarko's way of saying that your circuits must be malfunctioning if you disagree with her," the droid explained. Click, click.

"I figured that, thanks Six-En," Pikka said.

Visma took a step forward. "Isn't it obvious that we have a far better chance of survival on this ship, hiding from the Nihil in one of their own, rather than on your Longbeam?"

"The *Aurie* has survived this far pretty well," Joss said. "It can outmaneuver any ships they have by a mile. And Corporal Tsoo says this ship doesn't offer us any advantages."

"I've been out here longer than you have," Visma said, bristling.

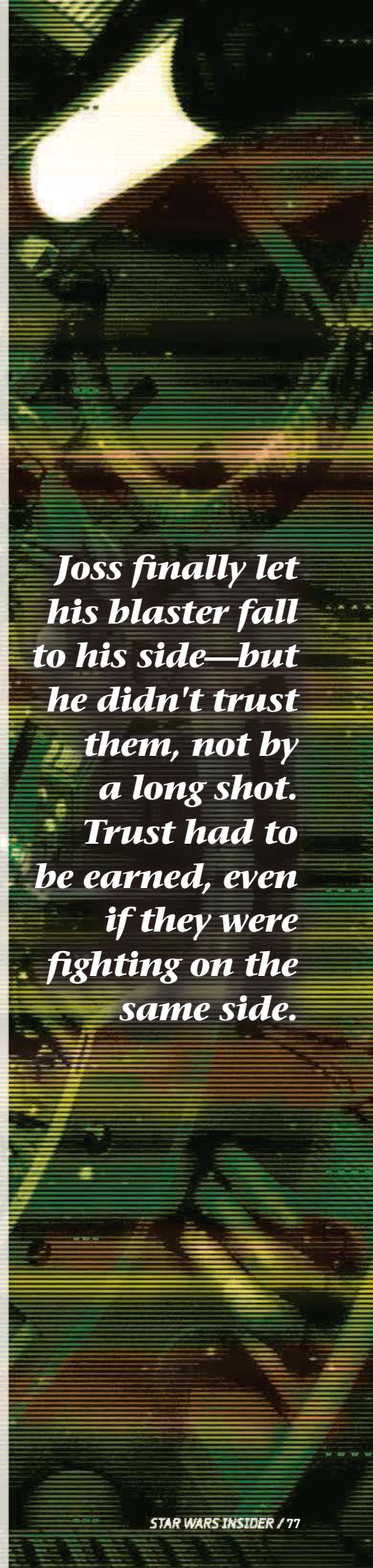
"We," Elping said quietly.

"What?" Visma retorted.

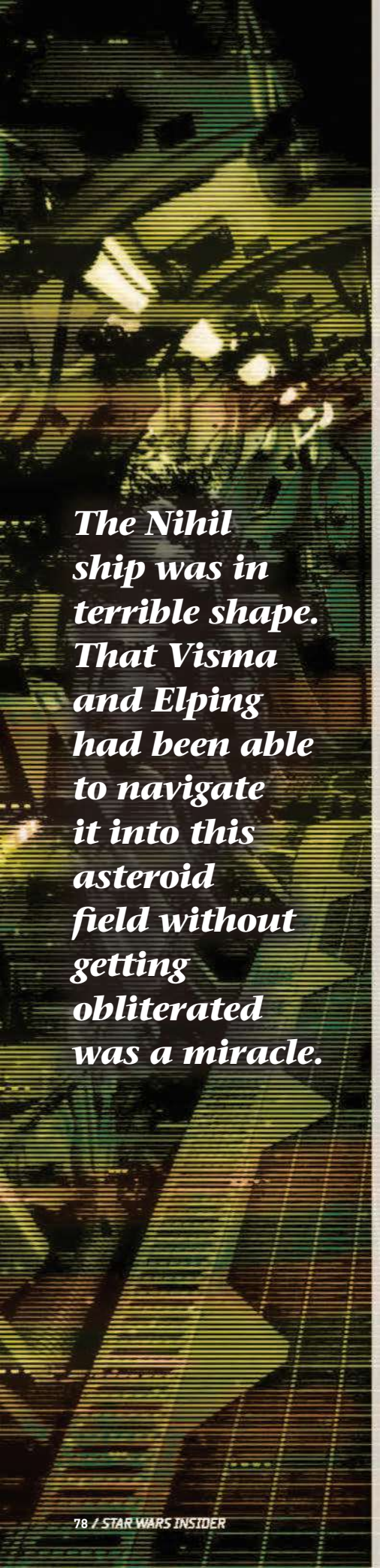
Elping seemed to regret his small vocal rebellion but repeated himself anyway. "I said, 'We.' We've been out here this long."

Visma rolled her eyes.

"Let's take an inventory," Pikka said. "See if there is any real worth in keeping it."



Joss finally let his blaster fall to his side—but he didn't trust them, not by a long shot. Trust had to be earned, even if they were fighting on the same side.



The Nihil ship was in terrible shape. That Visma and Elping had been able to navigate it into this asteroid field without getting obliterated was a miracle.

And then Captain Adren and I will make the decision." Visma opened her mouth to argue, but Pikka firmly stared her down. "As higher-ranking officers, what we say, goes. Got that, Lieutenant Tarko?"

"Yes Captain," Visma conceded, though Joss was pretty sure her teeth were clenched as she spoke.

"Lieutenant Tarko outwardly agrees but internally thinks you are filled with…"

"Interpret this, Six-En. I'm shutting you down for a while." Visma reached out and deactivated the protocol droid. "Just be glad I don't yank out all your core circuits permanently while you're napping."

The Nihil ship was in terrible shape. That Visma and Elping had been able to navigate it into this asteroid field without getting obliterated was a miracle. The engine was cobbled together with slickplast and hope.

"At least this Nihil communications decryptor should come in handy," Pikka said, detaching the device from a cockpit control panel.

"We should gather up what loot we can," Visma suggested, holding a box that was spilling over with sparkling Naboo jewelry and statuettes carved from purple stones. "Since credits are useless over here, we can trade them for goods."

"We should really return them to where they were stolen from," Pikka said. "We can trade work, instead."

Visma said nothing to this.

Joss and Elping lifted a crate at both ends, loaded with potentially useful items, and started to make their way back to the *Aurie*. Joss noticed the young man wincing.

"This too heavy for you?" Joss asked.

"It's not the weight," Elping answered as they maneuvered their way past yet another inert body, a Nihil corpse lying face down in a pool of dried blood.

Joss instantly understood. "War is a terrible thing," he said.

"When I signed up for the RDC, I thought I could help," said Elping. "I didn't expect… this!" he admitted.

"What's your background?"

"I'm an… I was an ecologist," Elping said regretfully. "I was cataloging native species and researching interplanetary evolution in the Outer Rim. Like when a scrap rat stows away on a ship and ends up living on Mandalore. I guess I'm more interested in that sort of thing than killing anybody."

Joss laughed. "I'm sure your expertise will come in handy. In any case, we have to focus on the goal right in front of us."

"Winning the war against the Nihil?" Elping asked as they set down the crate in the *Aurie*'s main hold.

"Survive living in the Occlusion Zone, one day at a time," said Joss, grimly. "Help people when we can. And, eventually, get out of here."

Elping nodded. He seemed relieved to be on the *Aurie*, Joss thought. Who wouldn't be, after spending months surrounded by the corpses of the enemy on a disabled ship. Six-En didn't seem like particularly agreeable company, and Visma wasn't the kind of person who could provide solace under life-threatening circumstances. It was clear from the state of the Nihil crew that she was a formidable individual.

After several days of pulling what they needed from the Nihil ship, they finally left the asteroid and put the field of tumbling rocks behind them. Pikka had wired the scav droid-evading tech into the *Aurie*'s systems, the hope being that it would keep them safe from any roving droids that might be flying out ahead of any Nihil ships in the region. But with two new RDC members on board, they'd soon be out of rations if they didn't find more supplies in the next few weeks. Ryloth was probably a month away if they flew straight there and didn't get into trouble. A big *if*.

With the *Aurie* on autopilot, the new companions finally sat down for their first collective meal together. Rehydrated tubers and a pormork stew, with a side of wuli nuts for Pikka. Joss wondered if their future child would be part wuli nut when it finally made its entrance into the galaxy, in just a few short months. But he didn't like to think on it too much. The fact that they were here, and not in safe space, worried him to no end so he simply did what he'd told Elping to do. Think survival first. One day at a time.

Visma sat ramrod straight in her chair and ate her meal like it was a mission. Quickly, efficiently, and without any apparent enjoyment. Elping ate voraciously, as if he'd only eaten scraps for months on end. He'd also brought the Nihil comms decryptor to dinner and was adjusting the dials between bites.

"Mmf," he mumbled. "This is so good, even if it's all Republic rations. Thank you." He looked at Visma, encouraging her to say something.

Visma rolled her eyes and sighed. "This meal has the appropriate ratio of protein to carbohydrates, fats, and nutrients."

This time Elping rolled his eyes. "She means, 'Thank you.'"

"I guess it's been pretty slim pickings, food-wise," Pikka said.

"It was…" Elping started to speak, but Visma shot him a warning glance. "It was fine."

"We have performed as per our RDC guidelines given our arduous circumstances," Visma said.

Joss leaned closer to the Elping, who continued to tinker with the decryptor. "You don't have to work during the meal, you know."

"In circumstances like this, time can't be wasted," Visma stated, flatly. She pushed away her empty plate and stood. "I should be double-checking the inventory."

"Why don't you sit for a while longer," Joss said. "Tell us about yourself."

"There's not much to tell," Visma said formally, as if interviewing for a new position. She sat down stiffly. "I've risen through the ranks of the RDC faster than any other Lieutenant. If not for being behind the Stormwall, I'd be a Captain commanding my own ship by now."

"I see," Pikka said. "That is admirable. And what about your family?"

"The Tarkos have been one of the most illustrious families on Arkania, for centuries. There have been Generals, Governors, and top scientists in our family. Even Jedi."

Joss nodded appreciatively, keen to put her at her ease. "What do you miss most about Arkania? I've never been," he asked.

Visma's expression changed, a subtle transformation. For a moment, Joss saw a young girl before him, not the severe lieutenant.

"I don't understand the question," Visma replied, confused.

"Hey," Elping suddenly interjected excitedly, as an even tone replaced static on the decryptor. "It's picking up a transmission."

Visma seemed relieved to not have to answer Joss. They all leaned in to hear the garbled voice coming through the speakers.

"This is Prison Transport 7X-533. Are you receiving?" crackled a worried voice. "Causalities are growing. We have only a skeleton crew left and more are succumbing. Please respond."

Joss and Pikka looked at each other. Elping adjusted some dials above the small display.

"It's local. Very close. But the signal is weak and on an old wavelength, which is probably why it's not reaching other Nihil right now," Elpin said.

More static, then "…only one prisoner left alive…Republic…Starlight…"

"Did he just say something about the Starlight Beacon, or am I imagining things?" Joss said. "What in the stars is going on in that ship?"

"They are in great distress," Six-En said.

"That's obvious, and it sounds like we should steer clear of whatever trouble they're in," Visma insisted. "It could take us down too."

"But there's a prisoner on board," Pikka said. "Probably one of us. They said 'Republic.'"

"One?" Visma said, nearly laughing. "Versus risking the lives of the four of us? Plus, we've got barely enough rations to get us to civilization as it is. We can't risk a side mission. Tactically it would be wiser to ignore the transmission and continue to Ryloth. Get supplies, weather the storm, and make it out of here alive."

"We're that prisoner's only hope. We have some basic protective wear and respirators," Joss offered, but his suggestion masked thoughts that were a mess of largely negative outcomes. What about Pikka? What if whatever was taking down the Nihil, went for her? Or him? Was it worth the risk?

"Boarding a functional Nihil ship would give us access to a Path engine. We could leave the O.Z.," suggested Elping

Everyone went quiet.

"It's a risk, but that ship is in trouble, and we have a good chance of overtaking it," Pikka said. "A Path engine could change everything."

"Lot of good that did us when we tried the same tactic," Visma said. "The engine on that Nihil wreck was barely functional and its hyperdrive was toast."

"Not all Nihil ships are going to be in the same state," Pikka said. "Plus, this one's a prison transport. It's likely to be in much better shape." She paused. "I think we should vote on this one."

Six-En waved a hand. "The frown on Lieutenant Tarko's face suggests she would rather dive head-first into a sarlacc pit than go after that prisoner."

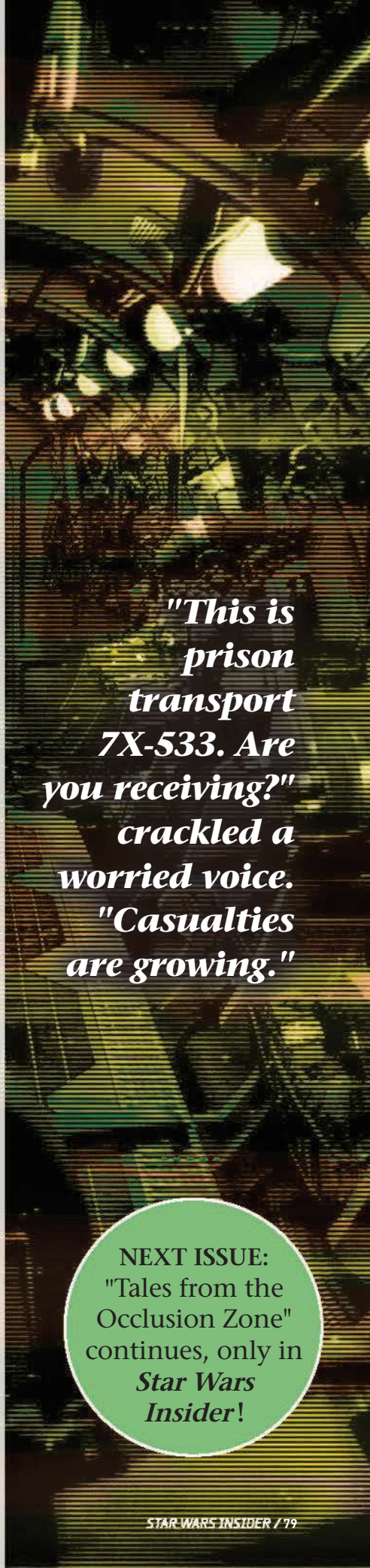
"Thanks, Six-En," Joss said, shaking his head. "But we need a real vote, not your interpretations right now. All in favor for intercepting that ship and saving the prisoner, raise your hand."

Pikka did so. Elping followed her lead and, surprisingly, Visma raised her hand too.

But Joss did not.

"I'm sorry Pikka… I just can't."

TO BE CONTINUED



"This is prison transport 7X-533. Are you receiving?" crackled a worried voice. "Casualties are growing."

NEXT ISSUE: "Tales from the Occlusion Zone" continues, only in ***Star Wars Insider***!

JEDI MASTER'S QUIZ

Star Wars: Visions delivered unique and diverse takes on the galaxy far, far away. Explore the saga from a different point of view in this issue's visionary quiz.

Compiled by Jay Stobie

"A STORM IS APPROACHING."

Reach a higher plane of existence by answering these *Visions* Volume 2 questions.

THE DARKNESS

1: How did the Sith Mother communicate with her future apprentice?

A/ Using a hologram
B/ By sending a messenger
C/ Via a protocol droid
D/ Through a pendant

2: Where did Bichan engage in a duel against a Jedi?

A/ The sands of destiny
B/ The islands of doom
C/ The hills of fate
D/ The statues of prophecy

3: Who accompanied an Inquisitor to Golak during his search for Force-sensitive children?

A/ Bounty hunters
B/ A Sith Lord
C/ Purge troopers
D/ A grand admiral

4: Kyber crystals had been poisoned by the Sith on which planet?

A/ Ryloth
B/ Korba
C/ Trask
D/ Kamino

5: What language did Aau use to purify mined kyber crystals?

A/ Bocce
B/ Shyriiwook
C/ Mandalorian
D/ Sith

THE LIGHT

6: Why did Koten infiltrate the Imperial facility on her planet?

A/ To retrieve intel
B/ To find water
C/ To join the detachment
D/ To locate a ship

7: Who did the Jedi Council dispatch to the hidden temple on Dolgarak?

A/ Toul
B/ Leesagum
C/ Duta
D/ Moru

8: What item did Rani use the Force to obtain while riding on a train?

A/ A lightsaber
B/ A helmet
C/ A flute
D/ A code cylinder

9: Where did Rugal conceal a secret escape tunnel for Force-sensitive beings in Golak?

A/ Under a reflecting pool
B/ Inside a cave
C/ Behind a wall
D/ Within an attic

10: What happened to Livy's kyber crystal after she escaped from the mining pit?

A/ It was lost
B/ It crumbled
C/ It was taken by the Empire
D/ It turned blue

THE GALAXY'S CITIZENS

11: How did Lola pass the time prior to an eclipse?

A/ Dancing
B/ Acting
C/ Singing
D/ Painting

12: Which transports did Baython and his friends steal to travel to Screecher's Reach?

A/ Starfighters
B/ Walkers
C/ Speeders
D/ Shuttles

13: Who hosted the Hanna City Flight Academy's annual race day?

A/ Snap Wexley
B/ Biggs Darklighter
C/ Poe Dameron
D/ Wedge Antilles

14: Why did Hétis' mother prevent her from blasting an Imperial officer at their show?

A/ He was a Rebel spy
B/ He was her brother
C/ He was unarmed
D/ He was a former Jedi

15: How did the stormtroopers react when the locals freed Livy and the pit's other prisoners?

A/ They retreated
B/ They opened fire
C/ They arrested them
D/ They called an airstrike

"NO NEED TO FEAR."

Determine who said these memorable lines in *Star Wars: Visions* Volume 2:

1. "YOU'VE DEFINITELY DESTROYED ANY ILLUSIONS I HAD ABOUT THE MIGHTY JEDI."

2. "MOM HAD A GREAT STRENGTH. SHE ALWAYS SAID THAT WE HAD IT TOO."

3. "WE CANNOT CHOOSE WHERE OUR CALLING TAKES US. ONLY WHETHER OR NOT TO ANSWER."

4. "So, you did learn a few things at your fancy academy."

5. "THIS NEW MINE SHAFT HOLDS SOME OF THE DARKEST BLED KYBER I'VE EVER SEEN."

"THERE ARE OTHERS LIKE YOU HERE."

Identify the *Visions* Volume 2 characters shown in the images below:

1

2

3

4

5

HOW DID YOU DO?

Were you able to master *Visions* Volume 2 and answer our questions correctly?

0–9: You there, hold it! You're going to need some more practice.

10–19: Don't be afraid, there's always room for improvement.

20–24: We always knew you were meant for bigger things. Well done!

ANSWERS QUIZ: 1. D, 2. D, 3. C, 4. B, 5. A, 6. B, 7. A, 8. C, 9. A, 10. D, 11. D, 12. C, 13. D, 14. B, 15. A.

"NO NEED TO FEAR" 1. Ara, 2. Tichina, 3. Kratu, 4. Kalina Kaltus, 5. Abat.

"THERE ARE OTHERS LIKE YOU HERE" 1. Loi'e, 2. Crux, 3. Charuk, 4. Daal, 5. Anni Kaltus.

NEXT ISSUE

THE OFFICIAL MAGAZINE | ISSUE 225

STAR WARS INSIDER

225

100-page Special!

25 years of *Star Wars: The Phantom Menace*

- *Insider* recalls the anticipation for the biggest movie event of the decade.
- Industrial Light & Magic's Hal Hickel talks about the film's groundbreaking animation.

Star Wars: Ahsoka
Season One Companion

Star Tours
The complete history of the Disney Parks attraction

Interviews:

Billy Dee Williams
The real Calrissian chronicles

John Jackson Miller
Author of *Star Wars: The Living Force*

Exclusive Fiction:

The High Republic
All-new Phase III fiction by Lydia Kang

STAR WARS INSIDER TITAN MAGAZINES

Subscribe today at www.titanmagazines.com
U.S. 800 261 6502 | U.K. 01778 392085

Disney · LUCASFILM

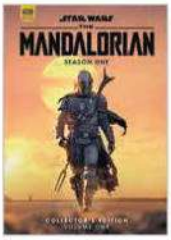
COMPLETE YOUR *STAR WARS* COLLECTION!

COMMEMORATIVE MOVIE & TV EDITIONS

***Star Wars*: *The Clone Wars*: The Official Companion Book**

***Star Wars*: *The Skywalker Saga* The Official Collectors' Edition**

***Star Wars*: *The Mandalorian* The Guide to Season One**



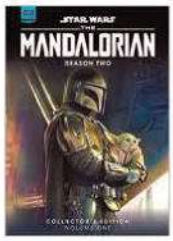
***Star Wars Insider* Presents: *Star Wars: The Mandalorian* Season One: Volume One**

***Star Wars Insider* Presents: *The Mandalorian* Collection**

***Star Wars*: *The Rise of Skywalker* The Official Collector's Edition**

***Star Wars*: *The Last Jedi* The Ultimate Guide**

***Star Wars*: *The Mandalorian* The Guide to Season Two**



***Star Wars Insider* Presents: *Star Wars: The Mandalorian* Season Two: Volume One**

***Star Wars*: *Age Of Resistance* The Official Collector's Edition**

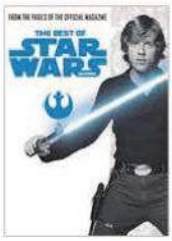
***Star Wars Episode IV: A New Hope* The Official Celebration Special**

***Star Wars Episode V: The Empire Strikes Back* The 40th Anniversary Special**

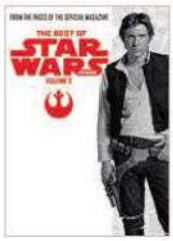
***Star Wars Episode VI: Return of The Jedi* The 40th Anniversary Special**

Star Wars*: *The Book of Boba Fett Collector's Edition

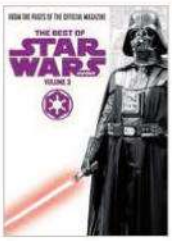
THE BEST OF *STAR WARS INSIDER*



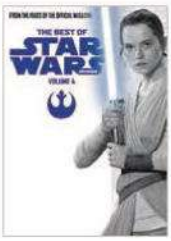
***The Best of Star Wars Insider* Volume One**



***The Best of Star Wars Insider* Volume Two**



***The Best of Star Wars Insider* Volume Three**



***The Best of Star Wars Insider* Volume Four**

***Star Wars Insider*: The Galaxy's Greatest Heroes**

***Star Wars Insider*: The Galaxy's Greatest Villains**

***Star Wars Insider*: Aliens, Creatures and Droids**

***Star Wars Insider*: Rogues, Scoundrels and Bounty Hunters**

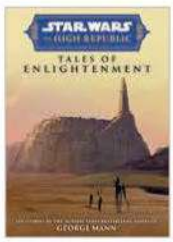
***Star Wars Insider*: The Original Trilogy**

***Star Wars Insider*: Icons of the Galaxy**

***Star Wars Insider*: Fiction Collection Volume One**

***Star Wars Insider*: Fiction Collection Volume Two**

***Star Wars: The High Republic*: Starlight Stories**



***Star Wars: The High Republic*: Tales of Enlightenment**

STAR WARS INSIDER SOUVENIR SPECIALS

***Star Wars Insider*: Special Edition 2022**

***Star Wars Insider*: Special Edition 2021**

***Star Wars Insider*: Special Edition 2020**

***Star Wars Insider*: Special Edition 2019**

***Star Wars Insider*: Special Edition 2018**

***Star Wars Insider*: Special Edition 2017**

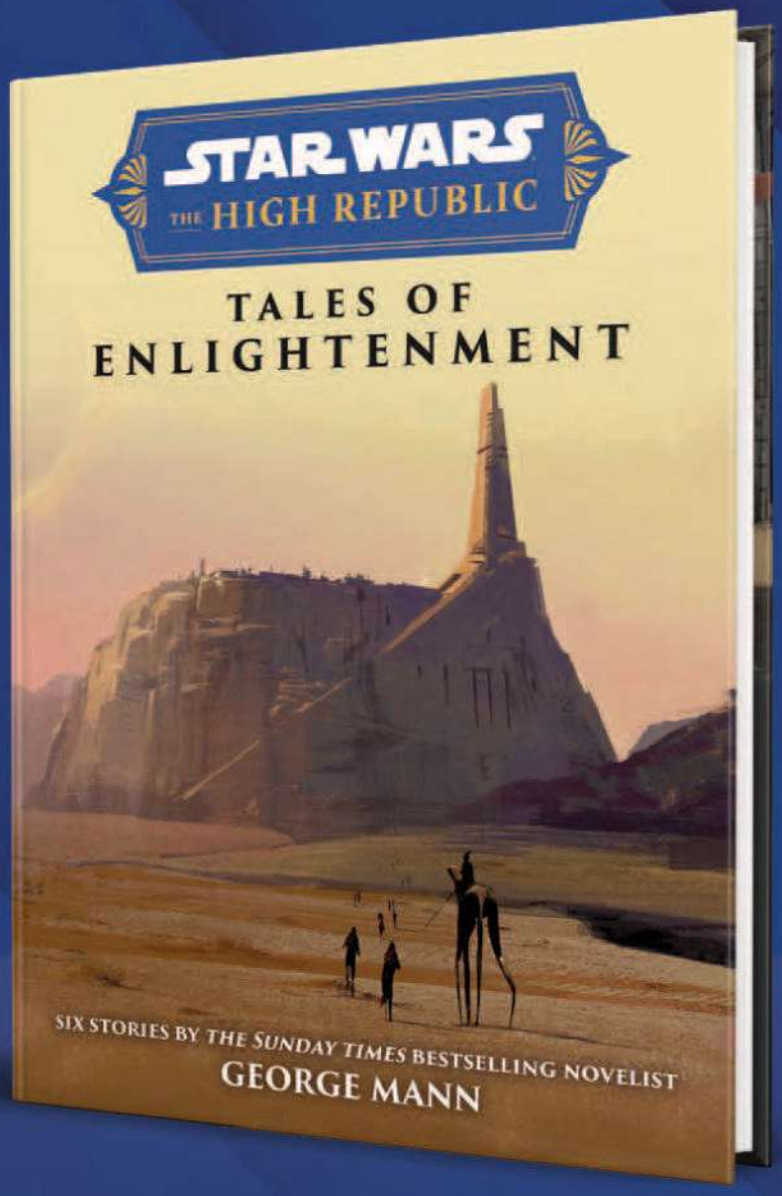
***Star Wars Insider*: Special Edition 2016**

AVAILABLE IN ALL GOOD STORES AND ONLINE

TITAN-COMICS.COM

© & TM 2024 Lucasfilm Ltd.

ORIGINAL STORIES BY THE *SUNDAY TIMES* BESTSELLING AUTHOR GEORGE MANN



Step into Enlightenment, a cantina located in Jedha City, where every patron has a story to tell.

This special edition contains six short tales, including a bonus story exclusive to this collection, as well as a complete guide to the award-winning second phase of *The High Republic*!

FIND OUT MORE AT

TITAN-COMICS.COM

Disney · Lucasfilm

TITAN COMICS

© 2024 Lucasfilm Ltd & TM. All rights reserved.